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NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 8

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REVIEWS INSIDE!**



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 Shinobi III: Return of the Ninja Master™ (1136) Dr. Robotnik's Mean Bean Machine™ (1706) The Ren & Stimpy Show™ presents Stimpy's™ Invention (1068)

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SEGA™

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ALL OF OUR READERS... AND BEST WISHES TO OUR FRIEND BOB DROU!

ISSN# 1070-3020

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210, Agoura Hills CA 91301.

Let's get down to the business of gaming. Once again, the Summer CES is upon us, except this time it won't be quite the same. For the first time, Sega of America will not attend. Electronics Arts, and several other third parties, also have elected to sit this one out. This makes sense in more ways than one.

The Consumer Electronics Show is held twice a year, for one reason. That is to give retailers a hands-on look at what they will be selling for the season ahead. It is not for the media or the public. It is up to the individual companies, through their print and TV advertising, and GameFan, as a trade publication, to show you what lies ahead. Sega's dealer show in Florida is a better and more cost effective way for them, and their third parties, to serve their retailers. That is why they will not attend the CES.

Personally, I've been to the last nine CES's and they have each become more costly to attend and more confusing. We, as the media, are scouting the floor to obtain information for our readers, while the buyers are making the rounds so that they can make informed purchasing decisions. At the same time, thousands of show-goers (outside of the industry) are clogging the aisles, as are the residents of Las Vegas and Chicago. Contrary to popular belief, all you need to get into CES is a business card. It has never really been "industry only".

The January show in Vegas was a fiasco. The show was too spread out, bogus tents were used to house huge, expensive displays, traffic was a nightmare, as was parking, and everyone's nerves were on edge. You've got this over crowded and costly show where it has become increasingly more difficult to make any kind of impact. In addition, the planning and actual set-up can be a nightmare as well.

As a member of the media, I would much rather do things as we are this year with Sega. Sega is holding 'Game Day' explicitly for the media, it's kind of like our own little CES. All of the publications are invited to see all the new product, that would normally have been shown at the CES. We fly up, get quality time with our contacts, have a nice dinner and its back to business. While there, we can plug our High-8 recorders directly in, therefore bringing you better shots and information on Sega's end of year product. At CES, doing this is not only inconvenient but it takes time away from the retailers. Often times, we end up filming a screen or scanning a brochure, and that does not translate well onto the printed page.

The third party companies simply aren't set up to accommodate us at CES. So, the same strategy could apply to them as

well. We would much rather either pay them a visit, or simply have them send us slides or "pics," files of their upcoming product. There is also the issue of time and money.

For us to drag half the staff across the country not only cuts into our already heinous schedule, but it costs a ton of money. "For us to drag half the staff across the country not only cuts into our already heinous schedule, but it costs a ton of money. I would much rather put that money into our product. I'm sure many of the third party developers feel the same."

I hope that Nintendo and the other major companies will follow Sega's lead and ultimately do away with CES, in an effort to serve the retailers, the media, and you, better. We will attend the CES this year, and will continue to do so for marketing and promotional purposes. But, in an effort to serve you better, we will continue to support alternate means of informing the retailers, the public, and the media of the goings-on in what is becoming a massive new industry.



KID
JOE D. SPECIAL K FANTASTIC TALKO SKID SGT. GAMER MR. GOO THE ENQUIRER E. STORM K. LEE TAKAHARA

neglecting certain
body parts?



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AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH**...

ONE **HERO** MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

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ARRRGHH!! ONE FALSE MOVE AND WE'RE HISTORY, TOAST. END OF STORY. **GAME OVER!!!**



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WITH FIRE!!!**



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A RED-HOT 12-MEG
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GAME PLAYERS-
MAY '94

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DIEHARD

GAME FAN

JULY 1994

NEXT GENERATION VIDEO GAME MAGAZINE

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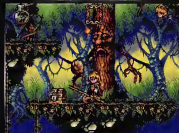


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PAGE 87



All Art By:
Terry
Wolfinger

STREETS OF RAGE 3

Go electro! Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!



Lift-off! Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



Axel and Blaze are back and getting their kicks with all new Martial Arts Moves!



It's an all-out turf war featuring **MORE** weapons, **MORE** moves and **MORE** outRAGEous action than ever before. Mr. X has hatched the ultimate evil plot-but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!



**HIT'EM
LIKE A TON
O'BRICKS!**
AND TAKE BACK THE STREETS
WITH SEGA GENESIS™

IT'S SHOCKING.



Ocean of America, Inc.
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Offer good only in the U.S. and Canada. Void where prohibited, taxed or restricted. Only valid rebate request postmarked from 7/1/94 through 12/31/94 will be accepted. Valid "Addams Family Values" videocassette and video game receipts with any date up to 12/31/94 will be accepted. Offer expires December 31, 1994. All requests must be received by December 31, 1994. Requests received after this date will not be honored. Offer not good with any other Ocean of America offer. Offer limited to one per family. Requests from clubs, groups or organizations will not be honored, acknowledged or returned and the right is reserved to confirm identity. Allow 4-6 weeks for receipt of your rebate in the mail. Sponsor not responsible for late or misdirected mail. Duplicate or invalid requests will be rejected and will not be returned. Not sponsored by Paramount Pictures or Nintendo of America.

ZERO

The new arrival has disappeared.

IT'S JOLTING.

Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing

adventure—Addams Family® style!

IT'S REVOLTING.

As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany relatives, and con Debbie's "loyal" friends into helping you out—for a price!

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It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning, you'll be able to rescue Pubert and put Debbie where she belongs... in the hot seat!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.



It's endless Family adventure with challenging puzzles, word games and spooky mazes at every turn.



To solve this mystery, you'll need to use your stash of secret keys, spider eyes, headless teddy bears and magic potions.

AND IT'S A SCORCHING DEAL. MORE SHOCKING FAMILY VALUES AND UP TO \$2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to \$2.50 cash back. See inside video game package for details.



**TOP
TEN**

**MOST
WANTED**

TOP TEN

1. Super Metroid (SNES)
2. Sonic 3 (Genesis)
3. NBA Jam (Genesis)
4. NBA Jam (SNES)
5. Mortal Kombat (Genesis)
6. Sonic CD (Sega CD)
7. Tempest 2000 (Jaguar)
8. Mega Man-X (SNES)
9. Street Fighter 2 TE (SNES)
10. Lunar (Sega CD)



First Prize: Your choice of a
core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the
Picks of the Month in Viewpoint.
Third Prize: A **FREE** year of Game Fan!

MOST WANTED

1. Mortal Kombat 2
2. Super SF2 Turbo
3. Final Fantasy III (SNES)
4. Road Rash (3DO)
5. Phantasy Star IV (Genesis)
6. Wolfenstein 3D (Jaguar)
7. Alien vs. Predator (Jaguar)
8. Lunar 2 Eternal Blue (Sega CD)
9. Starfox 2 (SNES)
10. Virtua Fighters (Saturn)

**Congratulations to the following winners of
last month's contest!**

First Prize: Richard Peart of Atlanta, GA
Second Prize: Jerry Olinsky of Mesa, AZ
Third Prize: Austin Young of Maple Grove, MN

KING OF THE MONSTERS 2



TM

SEGA
GENESIS
GAME PORTING



TAKARA
Video Game Division

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Takara game support is now available in the Video game Publishers Forum on Compuserve. Type "TAKARA" to access this area 24 hours a day.

**FREE! KEY CHAIN
WHILE SUPPLIES LAST.**
Get a free King of the Monsters 2 key chain. Write your name and address on an envelope and put two .29¢ stamps on it. Put that envelope inside another and mail it to Takara, Dept. KOM2, 230 Fifth Ave., Suite 1201-6, NY, NY 10001.

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This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

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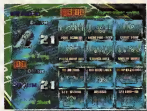
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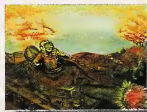


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THE BEGIN.



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Accolade



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Midnight Software



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Atari

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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Atari



ALIEN VS. PREDATOR™
Atari



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Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

Presented By

CAPCOM

FULL WEAPONS



While in the map screen, enter: R, Up, B, A. Now go back to the regular screen and you will have all of the weapons and they will be fully stocked!

Wolfenstein 3D (SNES)

STAGE CLEAR



While in the map screen, enter: Up, B, R, B. Now, when you return to the normal game screen, you'll advance to the next level!

INVINCIBILITY



While in the map screen, enter: B, Up B, A. When you return to the regular screen, you will be invincible!

FULL MAP CODE



While in the map screen, enter: A, A, Up, B. Then, return to the fighting screen and finally go back to the map screen and it will be completely opened up!

DRACULA X (PC ENGINE)

LEVEL SELECT!!!



At the name entry screen, enter these initials: **X-XI"Q** (as shown above left). Now choose that character and go to the stage select screen. The entire map will now be opened up, allowing you to start at any level, including the last boss...Dracula himself!



BARRY BUCKLE 3 (MEGA DRIVE)

EXTRA CHARACTERS!!!



ASH: To play the sweet guy after you defeat him, hold down the "A" button, die and continue. You can now pick him in the character select screen. **VICTY:** To play the Kangaroo; at the title screen press and hold Up, and "B", and then press Start. Now when you are in the character select screen, he will be there!



TERMINATOR 2 ARCADE (GENESIS)

STAGE CLEAR!!!



At the title screen, (shown above) enter: Up, Down, Left, Right, Up, Down, Left, Right and you will hear a voice say "EXCELLENT". Now, while playing the game, press the start button to pause then press B and C simultaneously to clear the stage.



A person's back is shown, wearing a dark jacket. On the back of the jacket is a large, stylized logo that reads 'SUPER STREET FIGHTER II'. The word 'SUPER' is in large, white, blocky letters. 'STREET FIGHTER II' is written in a smaller, orange and yellow, stylized font over the 'SUPER' letters. The background is a solid red color.

SUPER STREET FIGHTER II

**WE OWN
THE STREETS
THIS SUMMER.**

GENESIS™

CAPCOM®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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DINO DUDES (JAGUAR)

All 80 Passwords !!!

- | | | |
|-------------------|-------------------|--------------------|
| Level | 27. SURF UP | 54. STORMY WEATHER |
| 1. ROUND ONE | 28. PENAL COLONY | 55. STAGE COACH |
| 2. LIBERTY ISLAND | 29. RELIEF ART | 56. QUAY BORED |
| 3. STONE WALL | 30. TRIBAL DANCE | 57. SPLASH DOWN |
| 4. G-MEN | 31. SODA FOUNTAIN | 58. BUG POLITICS |
| 5. GO WEST | 32. PARKING SPACE | 59. SHAKE SPEAR |
| 6. LEMON ENTRY | 33. PIZZA DUDE | 60. SCHOOL ZONE |
| 7. WAGON WHEEL | 34. CROW FLIES | 61. PINK MARBLE |
| 8. OIL DRUM | 35. TILED ROOF | 62. ROLLING PLAINS |
| 9. MOON ORBIT | 36. SLATE MISSING | 63. ICON DRIVE |
| 10. HARD ROCK | 37. OPENING TIME | 64. CARROT TOP |
| 11. TRIP AND FALL | 38. INNER PEACE | 65. QUILL PEN |
| 12. ALARM CLOCK | 39. BAD DOG | 66. TUTTI FRUTTI |
| 13. BIG COUNTRY | 40. SOUR BELLY | 67. PUBLIC ENEMY |
| 14. HOG TIED | 41. LARGE MUG | 68. BIG END |
| 15. CAN CAN | 42. HALF A BET | 69. TAN PARLOR |
| 16. CUTE MOUSE | 43. SING SING | 70. NEVER READY |
| 17. SPANKY PLUG | 44. BROWN COW | 71. SHARK FANGS |
| 18. PONY EXPRESS | 45. IRON HORSE | 72. STOOL PIGEON |
| 19. PADDED CELL | 46. WHITE WHALE | 73. PROM QUEEN |
| 20. LOG PLUME | 47. BOX OFFICE | 74. RED LETTER |
| 21. CANVAS SAIL | 48. CORNY FUR | 75. CORN PONE |
| 22. GOLDEN ERA | 49. ATOM CAT | 76. BILGE PUMP |
| 23. WIDE SEAT | 50. FREE WHEELING | 77. SIXTY FOUR BIT |
| 24. BAD KARMA | 51. BUSH FIRE | 78. HALF MAST |
| 25. CRASH BARRIER | 52. CAR BRA | 79. WALKING BOSS |
| 26. LIME GLASS | 53. PORK PIES | 80. SPACE TO LET |



Some basic tips and strategies to playing the Hulk!!!

Recently, I've read a couple of negative reviews on The Incredible Hulk, supposedly because it's too hard to avoid enemy fire. As a service to the creators (and you) I must disagree. Here is a simple diagram on how to defeat the enemies. It's really quite simple and basic. Jump the first bullet and time your punch so it lands just before the next. Then while your foe is

stunned, grab him, walk out of range and pummel him. Hulk's reach is longer than it looks. You can actually just approach and deliver three well timed punches. Don't be afraid to take a couple of bullets (if there is more than one enemy) while your walking back with an enemy in your grasp, there are power-ups everywhere. You really shouldn't lose a life until the third or fourth boss, once you have it wired. The bosses go down easy. I would hate to see a good game get passed on because of a rookie reviewer. Don't they know Probe doesn't make bad games?



Jump!



Grab!



Head Butt!



Punch!

Codes
by:



JOE D.



Dangle!



Duck!



Punch!

NO KNIGHT CLUB HAS EVER SEEN THIS MUCH ACTION.



When the medieval kingdom is ransacked by a mysterious Army, Merlin charges King Arthur, Sir Lancelot and Percival with procuring the Holy Grail to rid the land of evil. On their quest, these Knights of the Round encounter more than their share of nefarious evils, putting their swordsmanship

and bravery to the ultimate test.

As they engage in combat with the leader of the dark army, they'll require every attack and defense maneuver they can muster. It's the very same fantasy action as the hit arcade game. Except you don't have to wait in line to play.



While King Arthur prepares for battle, Lancelot fights an enemy soldier.



Lancelot gets his slashes in on Bradford, whose flying kicks already hurt Percival.



King Arthur puts his Excalibur to the test as he executes his famous "mega slice".

SUPER METROID (SNES)

Energy Recovery!!!



Our mighty magician has the ultimate Super Metroid trick for all you Samus lovers this month! This code will refill up to 1400 energy points on your energy meter, reserve tanks included! You need to be down to your last 50 points or less for this code to work. When you get to that point, roll into the ball with your Power Bombs equipped, hold "Down", "L", "R", and the button that sets off your Power Bombs (probably "X") while the explosion occurs and Samus should be engulfed by a huge fiery ball with the silhouette of her inside of it! Now you can just sit back and watch the energy refill itself.

SUPER METROID (SNES)

Save Your Friends!!!



On the way to your ship, go to the spot shown above left and into the room where your animal friends are. Shoot the wall on the right and they will be able to exit. If you watch closely, you can see their ship escape from the exploding planet!

MORE METROID!!!

Which ending did you get?

There are two different endings you can get, based on how fast you beat the game. If it takes you more than three hours you will get the ending on the left. Under three hours, and you get the Samus bikini babe on the right!

**B
E
F
O
R
E**



**A
F
T
E
R**



HOCUS POCUS CONTEST WINNER!!!

CRAIG CAMPBELL TOLEDO, OHIO

MEGA TURRICAN (GENESIS)

Level Skip!!!

Invincibility!!!



Level Skip: While playing on any stage, pause the game and enter: Right, Left, Down, Right, and "B". When you unpause, the Stage Clear screen will appear and you will go to the next stage. **Invincibility:** Pause the game on any stage and enter: "A", "A", "A", "B", "B", "B", "A", "A", "A", "A" and then unpause. You will still get hit by the enemies but will not lose any life! Thanks a lot for the cool codes Craig! All you cheat freaks keep em' coming and maybe someday you too will own a cool GameFan T-Shirt!!!

LETHAL ENFORCERS (SNES)

Eight Continues!!!



While playing, press Start to Pause the game. Then enter Up, Up, Up, Down, Down, Down, Left, Right, Right, Right, "B", "A", "A", "A". Now when you unpause, there will be eight continues!!!

SUPER METROID (SNES)

Cool Power Ups!



You can perform these different power ups by simply equipping your Charge Beam and any of the other four weapons! The Power Bombs also have to be selected. Then all you have to do is charge the weapon by holding down the "shoot" button. When it is fully charged the new power ups will appear!

Send in your tips and hints. If we use your magic in Hocus Pocus, we'll send you an awesome GameFan T-Shirt. Winners will be notified by mail.

Send Codes to:
GameFan Magazine
Attn: Hocus Pocus
5137 Claretton Drive Suite #210
Agoura Hills, CA 91301



SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set



The wizard treats the ogre to some fire of his own from a magical cane.



This evil dragon shows no mercy when attacking the elf and cleric.

adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly

endless creatures and hideous monsters that await throughout your journey. Reap the gold,



Ice and slime—just two of the weapons used by the three-headed dragon.

out to save their country from this wretched King of Dragons. Join in on the



hidden treasures and other riches — your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.



INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never listen to your games the same way again.

According to *Electronic Gaming Monthly* magazine,

the VIVID 3D "redefines sound as we

know it." ★ The VIVID 3D is easy to

hook up to any

similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

Fax: (714) 852-1059.



NUREALITY





THE ADVENTURES OF MONITAU

I CAN'T BELIEVE IT ENDED LIKE THIS. IT DIDN'T HAVE TO BE LIKE THIS. YOU KNOW. THIS WHOLE TRAGEDY COULD'VE BEEN SO EASILY PREVENTED. IF NOT FOR THE ANGER..

..SO MUCH ANGER THAT DAY...

YOU ARE THE ONES RESPONSIBLE FOR THE DEATH OF MY FATHER. THE BLOWMEISTER! NOT ONLY WILL I AVENGE HIS DEATH BY DESTROYING YOU ALL BUT I WILL ALSO CONTINUE HIS DREAM OF CORRUPTING VIDEO-GAMERS EVERYWHERE WITH HIS BAD GAMES!

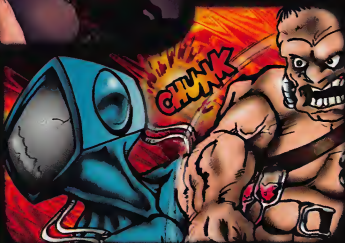


MONITAU AND POSTMEISTER EVEN TRIED TO REASON WITH HIM, (KNOWING THAT THIS CREATURE WAS ACTUALLY A 12 YR. OLD BOY)....

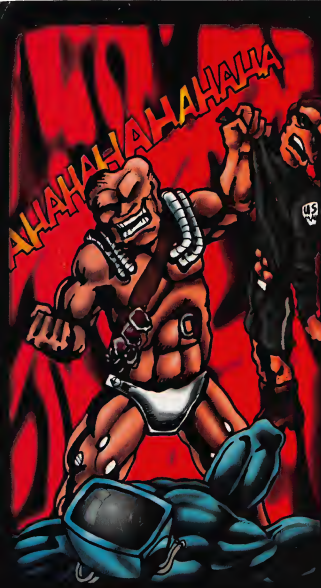


WE DON'T WANT TO HURT YOU. WE WANT TO HELP YOU. YOUR FATHER PERFORMED HORRIBLE EXPERIMENTS ON YOU. HE WAS AN EVIL MAN!

BUT THERE WAS NO REASONING WITH HIM. DRIVEN BY RAGE AND SOME TWISTED SENSE OF PATERNAL DEVOTION, HE LASHED OUT..



...WITH DEADLY RESULTS!



AND SO BLOWMEISTER'S CHILD
HAD BESTED THE TWO OF THEM...



...WHICH BRINGS US NOW
TO THIS BLEAK GRAVESITE.



WHAT A
WASTE.

WHAT ARE YOU
SAYING? THAT
COULD'VE BEEN
US DOWN THERE!

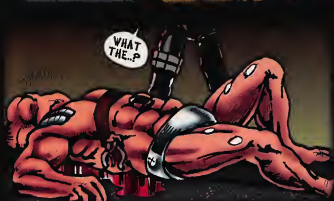
AND IF SGT.
GAMER AND
KID FAN
HADN'T
SHOWN UP
WHEN THEY
DID....

!

GAMER

GET YOUR
HANDS OFF
HIM. YOU
SON OF A-

BIF!



ZOOM



**AFTER THE SMOKE
CLEARS...**

IS
EVERYONE
O.K.?

YEAH.

HE
EXPLODED?

I
MAY
HURL...

**ELSEWHERE THROUGHOUT THE
NEIGHBORING COUNTRYSIDE...**

PLOP

...A FLESHY KIND OF
SUBSTANCE IS FALLING
BACK TO EARTH.

SPLUT

UH...YEAH.

Wolfe '94

VIEWPOINT



Skid K. Lee The Enquirer

HONESTY IS OUR ONLY EXCUSE!

VIEWPOINT CONTEST WINNER

Jrivi, Petracosta of Fresno, Ca. JOY!!! Could have been named Really Super Duper Metroid! Instant classic

GRAPHICS 9
MUSIC 10
CONTROL 10
PLAY MECH 10
ORIGINALITY 9
96

SUPER SF2 • GENESIS • CAPCOM • 40MEG • FIGHTING • 1-2 PLAYER • AVAILABLE JULY



On the one hand, this is Super SF2. It of course will play it religiously for a long time. The graphics and animation are outstanding for a Genesis title and it is the finest fighting game ever made for the system. On the other hand, I know the Genesis can do better music and voice samples. This game is 40 meg, and the voice and music are puny. Almost...Perfect!

GRAPHICS 9
MUSIC 5
CONTROL 10
PLAY MECH 10
ORIGINALITY 9
86

Turn off the sound on your TV and you've got a fantastic version of SSF2 for your Genesis. Capcom can't use the Genesis sound chip as an excuse anymore. I've heard some great sound FX and music on the 16-bit Sega. In every other department from control to graphics, the 40 meg Super is perfect. Sega, now you know why they call it the SUPER Nintendo.

GRAPHICS 9
MUSIC 8
CONTROL 10
PLAY MECH 10
ORIGINALITY 8
90

Finally! Another SF2 game for the NES? Even though I love the game (it's SF2, guys), I am wondering where the 40 meg is hiding. The graphics and control are perfect, but what's up with the sound? The previous Sega version had better sound, and it was only 24 meg. Super is good, but the sound still needs work. The Genesis can produce these samples perfectly, with a lot less memory. Why sound has been overlooked twice remains a mystery.

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAY MECH 9
ORIGINALITY 10
92

BUBBA 5 STIX • GENESIS • CORE • 16MEG • ACTION • 1-2 PLAYER • AVAILABLE JULY



Systems check: Graphics-Excellent, Music-Excellent, Control-Excellent, Difficulty....Hello? "What happened to him?" He was playing Bubba and Stix and then he just jumped out the window....he took his controller with him...can I have his Genesis? The next day the papers read: two people mysteriously jumped from their living room windows last night.... Use your old controller, because you WILL throw it. Great game, but too hard.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
82

Bubba and Stix is a good game, but it's a bit on the difficult side. The sound and music are decent and the graphics are great, but the programmers went a little overboard with this one. You just find yourself trying (unsuccessfully) to do the same things over and over again which takes something away from what could have been an enjoyable game.

GRAPHICS 7
MUSIC 7
CONTROL 7
PLAY MECH 6
ORIGINALITY 8
70

Remember Battlegrounds on the NES? The game that took hours of gameplay just to get out of the third and forth levels? Well, I think I've found a game that's just as hard. B&S is a really beautiful game in every department, but the game is way too hard- way, way too hard. This is the ultimate challenge for puzzle game enthusiasts. Unfortunately, I do not fit into that category. If you have tons of patience, go for it. You'll be up forever trying to beat this one.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECH 7
ORIGINALITY 7
74

OUTRUNNERS • GENESIS • DATA EAST • 16MEG • RACING • 1-2 PLAYER • AVAILABLE JULY



During the Genesis era, the Outrun series had its ups and downs. I score it two all. Turbo and 2019 were weak, but the original and now this one are equally great drivers. Overall, I score this one the winner. The absence of a full screen mode hurts the game a little but the graphics and music have never been this good...and it's fun. No driving library is complete without it.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAY MECH 7
ORIGINALITY 8
80

I have mixed feelings about this game. On one hand Outrunners is one of the best racing games for the Genesis. There are a lot of different cars to choose from, the control is excellent and the game has a lot of personality. I was a little disappointed, however, that Sega didn't do near as well as an arcade-to-home translation as they did with VR.

GRAPHICS 7
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
76

I loved this, and all the previous versions of Outrun in the arcade. As I said, the Sega version is very good, but nowhere near the arcade. Hey, this is 16-bit, you can't expect miracles. The music and graphics are nice, but the game is always in split-screen. If Sega would have included a full screen mode, I would have liked it more. But, for Genesis, it's still a great translation.

GRAPHICS 7
MUSIC 8
CONTROL 8
PLAY MECH 8
ORIGINALITY 8
78

REBEL ASSAULT • SEGA CD • JVC • 3D ADVENTURE • 1-2 PLAYER • AVAILABLE JULY



Rebel Assault might please big Star Wars fans with its musical score and movie storyline. But from a strictly critical standpoint the game needs work. The control is good in areas and bad in others and overall does little to excite. The new 3D portion almost saves it, but not quite. I blame it on the hardware; CD + 64 colors just doesn't work.

GRAPHICS 7
MUSIC 9
CONTROL 5
PLAY MECH 8
ORIGINALITY 8
74

I'm usually not a fan of CD games with point and click play mechanics or graphics based on full motion video, but Rebel Assault is the exception. RA is one of those games that seems lame in the beginning, but grows on you after a while. Although the graphics were grainy at times, the music is great and the CG levels are spectacular. Not bad.

GRAPHICS 7
MUSIC 10
CONTROL 6
PLAY MECH 7
ORIGINALITY 8
76

I usually enjoy every game with the Star Wars name on it, but this one was a bit of a disappointment. The graphics are very grainy, with very little color on the screen. The game does have very cool 3D levels and, of course, the music is excellent. But, they should have done more work with the control and color. A little fine tuning would have made a big difference.

GRAPHICS 6
MUSIC 9
CONTROL 6
PLAY MECH 7
ORIGINALITY 7
70

CLAYFIGHTER TOURNAMENT EDITION • SNES • INTERPLAY • 24MEG • FIGHTING • 1-2 PLAYER • AVAILABLE NOW



I liked the original ClayFighter and I like this version even more. The added backgrounds are a nice touch, but the added humor and speed are what really set this version apart. This is a great game that deserves many sequels. I don't think I'll ever get too much Clayfighting. I think we'll be seeing a lot more of these guys when the new systems hit...

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 9
80

ClayFighter Tournament Edition has everything that made the first CF such a hit and more. The only problem is that the game is not very fun. When I first played the game, the humor was a blast, but after the novelty wore off, not much else remained. Great music, perfect voice, nice graphics...boring game.

GRAPHICS 9
MUSIC 7
CONTROL 6
PLAY MECH 8
ORIGINALITY 9
78

As a spoof on fighting games, CF works perfectly. It's fun whether your good at fighters or not. I really wanted TFE to be a serious game though. When you're more humor, new backgrounds and speed control. What you don't get is combos, at least not real ones that connect. I really like this game, but I don't think I'll shell out another sixty for it. I'll wait for part 2. However, more serious play mechanics will be featured the third time around.

GRAPHICS 9
MUSIC 7
CONTROL 7
PLAY MECH 8
ORIGINALITY 9
80

SUPER SF2 • SNES • CAPCOM • 32MEG • FIGHTING • 1-2 PLAYER • AVAILABLE JULY

This is a tough call. I like the music and voice more (who wouldn't?) in this version, but I prefer the control of the Sega version. It's never gotten used to the button configuration of the SNES controller. I'll play the Sega version more, but this is a better game. I'll call it a tie. Neither version is close to the coin-op.

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAYBACK 10
ORIGINALITY 9
90

What a game! Capcom pulled out all the stops when they made this version. As expected, the graphics, control, and fun factor were incredible, but it was the sound that blew me away! The voices are sampled directly from the coin-op and the music is phenomenal. SF2 is one of the many games that will make 1994 the best year for 16-bit. A game without flaws.

GRAPHICS 10
MUSIC 9
CONTROL 10
PLAYBACK 10
ORIGINALITY 8
94

Capcom has done it again. As expected, the animation and art in SF2 are first rate and the music is excellent. Some of the tunes even surpass the coin-op. Even though it does not have a sound chip, Capcom has the SNES performing sound samples that I thought weren't possible on a home system. Super isn't 100% perfect, but it is the closest arcade translation to date next to SF2 Turbo, of course.

GRAPHICS 10
MUSIC 9
CONTROL 10
PLAYBACK 10
ORIGINALITY 9
96



WORLD HEROES 2 • SNES • TAKARA • 24MEG • FIGHTING • 1-2 PLAYER • AVAILABLE JULY

Takara has done another fantastic job. Although Samurai Shodown is really the game I'm waiting for, I think WH2 is close to the coin-op as it could be possibly get. The controllable last bosses and speed-up mode make it almost better than the arcade. Fans of the WH series will love the SNES version.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 8
80

Why Takara would try to squeeze a145 meg Neo-Geo game into 24 megs is beyond me. The scariest thing (for Neo-Geo owners) is that they actually have made a great arcade translation. I admit WH2 is not quite as good as the coin-op, but as far as music and animation are concerned, but it is the Geo version really worth the extra \$100+ you have to pay to play it? I think not.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 8
80

As I always say, no one is better at arcade translations than Takara. Everything in WH2 is pretty much intact. What's really cool is that they have added speed to the game and the last bosses are now controllable. I don't know how they did it, but, if you're looking for a solid version of WH2, this is as close as it gets on the SNES.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAYBACK 8
ORIGINALITY 8
84



BREATH OF FIRE • SNES • SQUARE • 12MEG • RPG • 1 PLAYER • AVAILABLE JULY

It's been a long time since I played an American RPG of this quality. From the story to the graphics to the music, this is a first rate RPG that competes on the highest level. With this game, plus Final Fantasy 3 in their '94 line-up, Square is giving players one of the best RPG years in gaming history. Do not miss this game, it's something special.

GRAPHICS 9
MUSIC 10
CONTROL 10
PLAYBACK 8
ORIGINALITY 10
94

This game is a must buy. This is one of the RPGs I hoped would make it to our shores and its easy to see why. The graphics and animation are fantastic for an RPG and the music is great. The story is the best part; it just grabs you and sucks you into its own world. Square does it again!

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAYBACK 8
ORIGINALITY 10
90

RPGs don't get much better than this on 16-bit. BOF has been a real work, a great story, very good light scenes, and some of the most amazing music I have ever heard from Square. The adventure is 50+ hours long. So, park it, take your time and have fun. This is one of the most addicting RPGs to come around in a long time and should be played by all who love the category.

GRAPHICS 9
MUSIC 9
CONTROL 8
PLAYBACK 9
ORIGINALITY 10
90



OUT OF THIS WORLD • 3DO • INTERPLAY • ACTION • 1 PLAYER • AVAILABLE NOW

Until now, I was not a big fan of this game. However, with this version's combination of graphics, control and music, I am now a believer. The 3DO takes a 50+ meg game and turns it into a work of art. This is why I bought a 3DO. A few more games like this and maybe Trip's vision will come to light.

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAYBACK 9
ORIGINALITY 9
90

This is the best version of Out of This World I've seen to date. All the background graphics are totally redone and are very impressive. What sets this version apart is the speed. I love the fast moving characters, and the lack of CD loading between levels. 3DO owners rejoice!

GRAPHICS 9
MUSIC 8
CONTROL 9
PLAYBACK 9
ORIGINALITY 9
86

The 3DO version of OOTW is, by far, the best version ever made. The control is perfect and the music is some of the best I've heard on the 3DO. The backgrounds look like beautiful art and the animation is smooth and fast. If you're into OOTW, as I am, don't pass this one up. It's a definite must for all 3DO gamers.

GRAPHICS 8
MUSIC 9
CONTROL 8
PLAYBACK 10
ORIGINALITY 10
90



DR. HAUSER • 3DO • RIVER HILL SOFT • 3D ADVENTURE • 1 PLAYER • AVAILABLE NOW JAPAN

Why isn't this game out in the U.S.? Dr. Hauser would really help drive the 3DO message home. This is a great 3D adventure that you'll find yourself playing over and over just to experience the brilliant 3D action. It's a little short, but what a ride! The 3DO is rockin' in Japan and it just came out. Come on Trip, wake up and smell the coffee. 3DO owners seek out and buy this game!

GRAPHICS 9
MUSIC 9
CONTROL 9
PLAYBACK 9
ORIGINALITY 10
92

Rule #1, a video game system is only as good as the software running on it. Until I saw the games Japanese companies are releasing for the 3DO, I would not have considered buying one. Now I am. Dr. Hauser is a great 3D adventure game that makes you feel like you're in another world. Brilliant graphics, fantastic virtual environment, good gameplay. Dr. Hauser is a winner.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAYBACK 9
ORIGINALITY 9
86

This game really amazed me. Until now, I had not played a 'virtual' game on any system. From the second you fire up Dr. Hauser you are in amazement at its awesome graphics and mysterious story. I loved it! Why aren't these Japanese titles coming out here? Success is right under their noses! C'mon, get it together.

GRAPHICS 10
MUSIC 9
CONTROL 9
PLAYBACK 8
ORIGINALITY 9
90



POWERS KINGDOM • 3DO • MICRO-CABIN • 3D RPG • 1 PLAYER • AVAILABLE NOW JAPAN

This is it! The game I've been waiting for is finally here! Powers Kingdom is the first true next generation Role Playing experience. It's set up like a 3D rendered Shining Force. The graphics and 3D environments are beautiful and the light scenes blow everything else away. The music is also unbelievable and it's long. If this is the next generation, bring it on!

GRAPHICS 10
MUSIC 10
CONTROL 9
PLAYBACK 10
ORIGINALITY 10
98

Absolutely mind blowing! So you think you've seen a great RPG before? I don't think so. Powers Kingdom takes all the preconceptions of what an RPG can be and dumps it in the trash. I was not prepared for PK's real-time 3D environments, cool rendered characters or the best video game music I've ever heard, nor will you be. An instant legend.

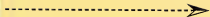
GRAPHICS 10
MUSIC 10
CONTROL 8
PLAYBACK 8
ORIGINALITY 10
92

PK is the ultimate game for RPG gamers everywhere. No game has ever impressed me as much as this one did. The music is rad, but what really got me was the awesome game play and 3D environments. Nothing I have ever seen in previous RPGs even touches this game, nothing.

GRAPHICS 10
MUSIC 10
CONTROL 9
PLAYBACK 9
ORIGINALITY 10
96



They say one's eyesight
decreases 20%
after the age of 35.
With this fact in mind,
we designed
an ad that you can show
your parents.



Archer Maclean DROPTOP

HOT UK DEVELOPERS:

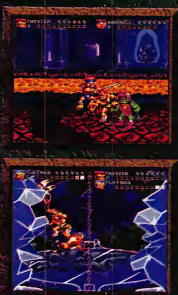
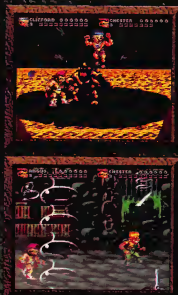
BRUTAL

EUROCOM

94' LINEUP!

Eurocom development, working out of England, is busy developing the next level of SNES titles. Eurocom has developed over 20 titles over the past six years including Virgin Games' 'Jungle Book' for the Sega Genesis (a great game I might add). They are currently busy working on the three games pictured here. Hugh Binns and Tim Rogers, Eurocom's Directors, were kind enough to take some time during a recent trip to the US and drop by the GF offices to give us a first hand look at their new games. The reactions were unanimous; these guys are awesome! Brutal is being developed for Gametek (for the SNES), Stone Protectors (my personal favorite) is being developed for Kemco/Vic Tokai (for the SNES & Genesis) and Super Drop Zone is being developed for Psygnosis (for the SNES). This game will have Defender fans speeding to their local retailers! Hugh used to work with Nick Jones and David Perry from Shiny Entertainment, and that, my friends, is good company! We'll be keeping you up to date on this hot UK developer in the months to come. Thanks mates!

STONE PROTECTORS



Apparently,
1 out of 10 people
is a blithering
idiot.



(The other 9 chose the 3DO™ system over other home gaming systems at the 3DO Challenge.)

We invited visitors at 3DO promotional displays to check out a side by side comparison with other home gaming systems. 9 out of 10 people who completed the Challenge chose the 3DO system.

(The other 1 probably still likes disco music too.) They were asked about stuff like graphics, sound quality, and blithin-ness of play. But hey, you're a 90's guy. You don't believe everything you read. Fine. Good. Come and see for yourself then. Take the 3DO Challenge. Unless of course you're too busy watching Disco Fever reruns.



3DO. THE MOST ADVANCED HOME GAMING SYSTEM IN THE UNIVERSE.

DHNN



ROCKET SCIENCE GAMING'S NEWEST DREAM TEAM

Yes, this is Rocket Science! GameFan recently ventured up to Palo Alto, CA to visit with one of the newest and most exciting video game publishers and developers in the industry. Keep an eye out for these guys, they're set to revolutionize CD and "multimedia" entertainment.

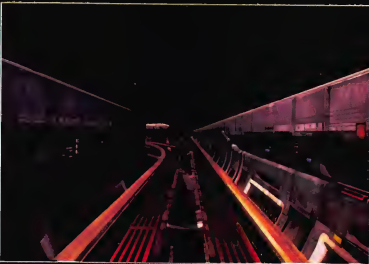
Rocket Science was founded by Steve Blank and Peter Barrett, who previously were key decision makers at SuperMac Technology. Peter, who we talked to extensively in researching this article, developed the company's Quick Draw acceleration program and is also the creator of Cinepak, the industry standard for video compression. Other members of the team were instrumental in the development of QuickTime and movies such as Jurassic Park, The Abyss, Alien and others.

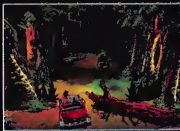
The company mission is to do no less than become the leader in interactive entertainment in the next generation of video game hardware. To accomplish this goal, they have made great strides in aligning Hollywood and Silicon Valley to produce games with deeper, more meaningful stories and to create unparalleled gaming experiences. For example, Rocket Science's first project is **Loadstar: The Legend of Tully Bodine** (below left and right), coming this fall for Sega CD and PC CD-ROM. This first person, futuristic chase game is based on a script developed by Ron Cobb (another of RS's co-founders) and the game development is being treated like a Hollywood production, complete with object modeling, set design and, of course, immediate talk of sequels.

In order to create believable worlds capable of bringing their stories to life, Rocket Science engineers have created two development tools that will allow them to use the CD-ROM and existing entertainment platforms like never before. The first is what the team refers to as "Game Science". This technology reportedly will allow a game to be ported from one platform to another with relative ease, while making use of each system's strengths. The other is RS's ability, though the development team's extensive Mac experience, to stream data off of a CD, effectively using it much like the traditional ROM cartridge. Also, future games will take advantage of other neat tricks like "Rocketvision". This technology allows game designers to take advantage of 60 fields-per-second gameplay on the Sega CD.

Of course, new technology is exciting...but it's the games we're here to talk about. Rocket Science's first two releases are the above mentioned "Loadstar" and "**Cadillacs and Dinosaurs: the Second Cataclysm**" (above right).

Loadstar is set in the 22nd century and introduces Tully Bodine, skipper of the vintage Class V freighter; "Loadstar". He'll carry anything for a price and, in this first of the trilogy, Tully has a dangerous assignment: get a cargo of contraband camels (the transportation of choice on Mars) off of the moon. In this first person title,





you'll have to guide Tully along the rail network of the moon to the launch rails while evading the Police SAP's and "toasters". Ron Cobb's vision is brought to life by Brian Moriarty, formerly of LucasArts (Beyond Zork, Trinity and Loom), RS's senior game designer. "Loadstar: the Legend of Tully Bodine" will be available this fall, with episodes two and three scheduled for release in 1995. We were very impressed with the smooth gameplay and the incredibly detailed, fast graphics on the Sega CD version of the game. The idea behind gameplay is also unique. You essentially have a limited virtual world where you ride the rails trying to escape your pursuers. There are branches in the track and you must make the decision to stay on line or switch to another. The moon base is loaded with landmarks (a jail, for example) that give you a sense of direction in this maze. Your goal is to escape and launch yourself into space, toward the game's sequel! The best part of the game, at this early stage is the excellent frame rate that the designers have been able to achieve (12 fps). The game has been created on SGI workstations so the PC and future advanced versions of the game should be even more impressive (a Pentium only version is said to be in the works).

Cadillacs is based on Mark Schultz's graphic novel series and is being designed by David Fox (Rescue on Fractalus, Indiana Jones and the Last Crusade). In this game, you enter the Xenozoic era, when man's 21st century technological abuse of nature has caused a cataclysm, forcing humanity to hide in shelters for 500 years.

When they emerge, the world is ruled by dinosaurs and outlaws who prey on peaceful farmers and settlers. Your mission is to restore the natural balance before time runs out. Even at this early stage, the graphics and 3D environment (you spend much of your time in a first person driving experience through the jungles) are gorgeous, especially when you consider that this is a Sega CD game! C & D will also be available this fall.

Last on Rocket Science's start-up agenda is "Darkride" for Sega CD and PC CD-ROM. This game is making use of Rocketvision and is a 60 field-per-second roller coaster ride through a dark, virtual world. Although we weren't able to show screen shots for the benefit of this editorial, we have watched over the designers' shoulders and what we've seen is amazing! The 60 frames speed and animation is like nothing you've previously experienced in home entertainment. It's like going through "Space Mountain" in Disneyland—a wild ride where there are new tricks and traps at every turn. We should have pictures after CES. Darkride is scheduled for release at the end of the year.

Future plans? Well, on May 18, Sega Enterprises, Ltd. and CSK Ventures (Sega's venture firm) announced that the two companies were investing a total of \$12 million in Rocket Science. What does this mean to the average game player? More money, more projects, more designers, more high quality games! The future looks bright for Rocket Science. With a group of very talented people and armed with the desire to produce games of the highest quality, Rocket Science seems poised to embrace the next generation of interactive entertainment and to establish itself as one of the new industry leaders.

The editorial staff at GameFan would like to acknowledge the following Rocket Scientists for their help in creating this profile: Mr. Peter Barrett, Executive Vice President, Mr. Brian Moriarty, Senior Game Designer, Mr. Ron Cobb, Conceptual Designer, Mr. Dean Leland Fox, Director of Marketing, Ms. Li Kramer, Product Marketing Manager and Ms. Anna Caldwell, Public Relations Coordinator. Thanks one and all for sharing your vision with us.





Cleaning Gear. Works better than your mother.



Car Adaptor. Roadtrip.



AC Adaptor. Plug it in.



Gear-to-Gear. Two Players. Same Game.



Game Gear. Got one?

IT IS NOT
SEGA
YOU LOSE

SEGA™ Game Gear™ - Extras.

Sega, Game Gear, PowerBlock, Super Wide Gaur, Gear-to-Gear and Cleaning Gear are



SEGA Seal. Look for it.

Super WideGear® Don't Squint. Magnify.

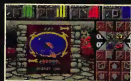
Holster Case. Carry your gear.

PowerBack®. Rechargeable. Pop it on.

An RPG You Can Really Sink Your Excsymyr* Into.

In the universe of role-playing games, there are many pretenders to the throne. Most are no deeper than a castle moat. But if you thirst for a role-playing adventure that has more to offer than just a mace and a potion, seek out *Dungeon Master II: Skullkeep*. It offers more characters, creatures and puzzles that require all the cunning and wit you can conjure up... without chanting.

Dungeon Master II SKULLKEEP



***An elven sword that is exceptionally light and quick. But you already knew that. Now...you'd better know how to use it!**



SEGA CD

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM. SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND ABBREVIATIONS ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA. ©1994 Software Heaven, Inc./FTL Games. Dungeon Master is a trademark of Software Heaven, Inc./FTL Games. Licensed through an affiliation with J.P. International. ©1994 Victor Entertainment, Inc. Published under license from Victor Entertainment, Inc. ©1994 JVC Musical Industries, Inc.

SEGA SECTOR

GENESIS • CAPCOM • 40MEG • FIGHTING • 2 PLAYER • AVAILABLE JULY



CAMMY
DATE OF BIRTH: 1-6-1974
HEIGHT: 5'6"
WEIGHT: 101 lbs.
3-SIZE: B 34"
W 22"
H 35"
BLOOD TYPE: B



Once again, fighting fans everywhere are gearing up for yet another challenge, or should I say, "new challengers". The newest game, in what is now a legendary series is upon us; Super Street Fighter 2. With Super comes the addition of four new characters; Cammy, Dee Jay, Fei Long and T. Hawk. Before I get into the first 40 Meg Genesis game, I must first tell you that I didn't really get into Street Fighter until Super came along. The additional characters made a huge difference to me, as I finally found two that I could identify with; Cammy and Dee Jay. I've been playing Super Turbo now, every night for two months here at the office. So, I now know what all the fuss has been about, and why K. Lee and the Enquirer live to play this game. Super SF2 has an unusually emotional, addictive quality and is strategically the most intense game I have ever played.







When the 24 Meg Genesis version of Turbo Edition came out, I was impressed with the speed and some of the music, but I was disappointed with the rough voice and sound effects. So, when I heard that Super would weigh in at a record 40 Meg, I immediately thought that the extra memory would be used accordingly and sufficiently alleviate this problem—thus resulting in a near perfect translation. Sadly, this is not the case. Knowing that the Genesis is capable of perfect samples, this continues to puzzle and annoy me. Maybe Capcom is still unfamiliar with the Genesis hardware. So, the big question is; where is the extra 16 Meg? I know where it's not, and that is in the music and voice that still suffers.

Other than that, as with the last version of SF2 for the Genesis, the game is excellent in every way. Four stars are provided for speed, the color is outstanding for a Genesis title and, of course, the control is perfect. I will buy it, and I will play it...often. That is a fact. For me, it all comes down to ease of execution and, as far as I'm concerned, the Sega six button controller remains un-challenged. So even though K. Lee and the Enquirer will hear gargling voices when they walk by my door, at least I'll have peace of mind—knowing that they are struggling with the SNES milk bone controller.

—Mr. Goo





Since the introduction of Sonic, I have not seen a character that even comes close to his attractiveness and

marketability. Characters of such stature are extremely rare in this industry. Sega's latest offering in the action/platform category is

such a character. The geniuses at Treasure have done it. They have created a character that will surely become as legendary as Sonic; Dynamite Headdy. I've been staring at pictures of Headdy now for six months (I live for games like these) but now I've played it. I can recall only four occurrences when I felt this good with a new game: The first time I played Sonic, Zelda on SNES, LandStalker and Gunstar Heroes.

Headdy lives in a once peaceful world where now only perfect toys are allowed to live; Dark Demon's Imperial World. On this day, Dark Demon sends out his evil robots to capture any misfits and Headdy is captured. Upon examination, he is rejected and banished. However, as they are taking him away, Headdy uses his head and escapes. Now it's up to Headdy the misfit puppet, to end the reign of Dark Demon and bring about peace in his world once again.

No two levels in Dynamite Headdy are alike and I guarantee you have never played anything like it. Play mechanics, special effects, humor, great music, challenge and fun are all in store. Enjoy our first month of coverage. I'll be back with a ton more next month when we review Dynamite Headdy. - E. STORM

EVERYTHING WAS FINE UNTIL DARK DEMON STARTED BANISHING ALL OF THE DEFECTIVE TOYS. HERE, HEADDY GETS CAUGHT AND REJECTED! (PROBABLY BECAUSE HIS HEAD IS LOOSE!)



BOOM!...HEADDY ESCAPES...RUN!



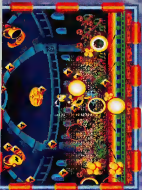
PRACTICE HEADDY'S MOVES AT HIS THREE FRIEND'S HOUSES...

SHOOTING, CLIMBING AND TARGET PRACTICE...NOW GO!

HIT THE TARGETS!

A PUPPET SHOW...NOT!





THIS DOG IS DEAD!... CHECK OUT THAT DISSOLVE!



WELCOME TO BACKSTAGE!...



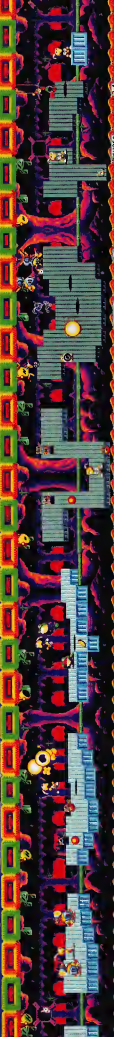
USE THE SPEED HEAD!...



SEE-YA!



THERE'S LOTS MORE ~~ME~~ COMING NEXT MONTH!



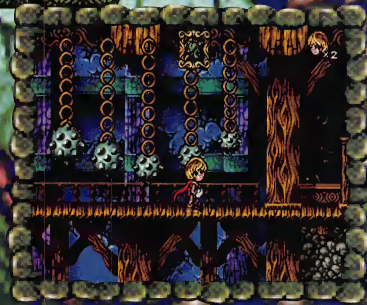
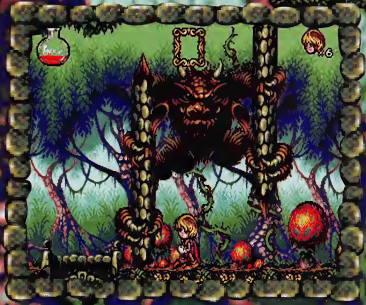
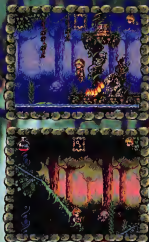
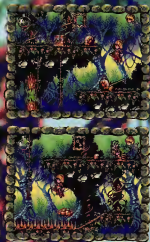
Flink

and the mystery of the enchanted island.

Honestly, if I walked in to a room and saw Flink being played for the first time, my first guess would be that it was being played on a Super Gun (arcade system). The SNES can't do these sprites, and the Genesis can't do this color. If it wasn't for the music, I would have never guessed that this is a Genesis game. Not that the music isn't good; for a Genesis game it's exceptional. Flink is simply amazing. This is the Action/Platform game that we've been waiting for. This game has it all!

Where do I start? How about color? Does this look like only 64 colors to you? If it is, it's the most brilliant use of a limited color palette that I've ever seen. And how about the artwork? Again, it is simply amazing. Each character is detailed to the "tee" and animated to perfection. The backgrounds animate as well and are drawn almost faultlessly.

The standards by which all Action/Platform games will ultimately be judged are difficulty, control, and play mechanics. If a game has these three elements, even if the graphics



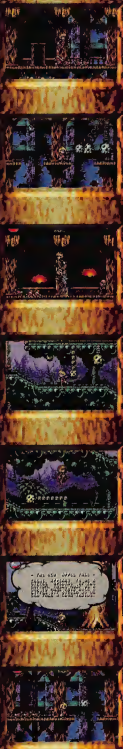
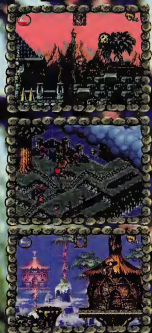
aren't the greatest, it will still get noticed. In Flink, you get it all. The levels are diverse and feature the kinds of obstacles gamers love, like climbing vines, pinpoint accurate jumping, hidden surprises, disappearing platforms, swimming, and flying. Flink can also acquire items and mix spells! And then there are the bosses...The one you see here is from the first level...Need I say more?

Flink attacks by leaping onto enemies' heads or picking up and throwing rocks, treasure chests, etc. The animation for these moves is ultra-fluid. Flink also features some of the most amazing scaling ever seen in a 16-bit title, along with other special effects that will

have you asking yourself, "Who are these guys?"

Well, to be honest, two guys from Norway programmed Flink, and Psygnosis is releasing it complete with a new slick scaling logo. As I have said many times of late: This may be the last big year for 16-bit gaming, but it will be the best ever. I'll review Flink next month.

-E. Storm



EDGE COMPATIBLE...
PLAY A FRIEND!

BAI

The first true 3D fighting game for the Genesis is about to arrive and it has PF Magic written all over it. Dateline: Saturday, May 21st; K. Lee walks into my office and asks; "do you want to play with balls?"

I immediately react, POW! "If you ever ask me that again"...As he gets up off the floor, he whispers; "I mean the 3D fighting game... Ballz", it just arrived Fed-Ex.

In Ballz, only the RUDE survive. You will meet a hilarious line-up of 15 rude characters and bosses, each with MK style moves and morphing capabilities that almost magically come to life, on a futuristic 3D play field, complete with an interactive, wise-cracking scoreboard.

Perhaps the best news about this excellent new fighter is that it's Edge compatible. With the soon to be released Edge Modem, you can play a friend anywhere in the US.

Besides the usual moves found in fighting games, in Ballz you can perform; Begging for Mercy, Grapple Duels, and Rude Gestures!

As you perform these and other special moves, TV animations and comments appear on the scoreboard simultaneously providing excellent humor throughout the match.

The 3D effect in Ballz is nothing short of brilliant for a 16-bit title. In fact, I've never seen anything like it. The game itself is as fun and addictive as any fighter I have ever played, as the moves come out perfectly and the characters are very well balanced. This is extremely good work. I'll have a full blown review on PF Magic's Ballz next month. - E. Storm



PAMPERING

what
ban
thank
ma', a

hint:
play with
your eyes
open!

SEE THE ACTION ON SCREEN...

READ THE ACTION IN THE BACKGROUND

INSTANT REPLAY COMPLETE WITH ZOOMING FEATURE!

SEE 7 BIG, BAD BALLZ BOSSES... NEXT

30
conds
ning

WORLD



CONTRA HARD CORPS

I've been waiting since 1988 for Konami to whip out the big guns and have they ever! Contra Hard Corps is going to knock you out of your seat! From the moment you turn on the game it's non-stop action and special effects the likes of which I have never seen. Contra is back, big time! There are now 4 characters to choose from; Ray, Sheena, Fang and Brownie. Each has different weapon upgrades, speed and maneuverability, so you can now fine-tune your gameplay like never before. The bosses in Contra are huge, mean and simply devastating. One chases you down a war torn street in 3D, and one cuts through buildings in the far off distance and then jumps into the screen and rises up two screens high-a monstrous beast with laser sighting...unbelievable! The music is equally awesome, reminiscent of the old Yuzo Kashiho. This will surely be one of the greatest Genesis games of all time! Contra is scheduled to hit the streets this September, get ready for the fight of your life!!

- E. Storm







Challenge: Some games have too much, some have too little. It is an important, but often overlooked, ingredient in the world of 16-bit gaming. You often find yourself finishing a game on the same day you bought it. This, in most cases, is not a good thing. How are you supposed to get better if nothing offers you a challenge? There should be a point in a game where you say, "I can't do that...no one could do that." If you're determined enough, you inevitably will overcome the obstacles. This is how you become better. Why do I bring this up, you ask? Well, in Core's first action/puzzler, *Bubba n' Stix*, you constantly find yourself being challenged. This is a **HARD** game. If you are a seasoned pro, or if you're looking to improve your game, then I highly recommend it.

In *Bubba n' Stix*, Bubba uses Stix as a device to overcome obstacles. That is, once you figure out exactly what it is you have to do in each area. This game assaults the mind as well as the reflexes. To make things enjoyable while you go nuts, Core has seen to it that the graphics, music, and control are excellent. The character animation is very good and the game is filled with humor. Play mechanics are abundant and the areas are huge, colorful and drawn to cartoon perfection. If you've never tried a puzzle/action game before, this would probably be a good place to start. —Mr. Goo



MIND IF I BOUNCE ON YOUR BUTT?



WORLD HEROES

Of all the fighting games on the Neo-Geo, Alpha Denshi's World Heroes is considered to be one of the first games that made people sit up and take notice of SNK's system. Now, World Heroes is making its way onto the Genesis. Programmed by Sega's mid-west development division, World Heroes represents the first attempt of a Neo-Geo arcade translation by the big "S". Due out in the 3rd quarter of 1994, the 16-meg World Heroes has the potential to become one in only a handful of good fighters for the Genesis. Since this is only an early version of WH, I can't go into too much detail. What I can say, however, is that even in its early state, the game shows promise. The characters look almost identical and only a few frames of animation had to be sacrificed in the translation. Whether or not WH succeeds will ultimately come down to speed, control, and music. Those are key elements in any fighting game. One thing is for sure, no matter how good it is, Super SF2 will pose almost insurmountable competition. In an upcoming issue of GameFan, we will review World Heroes. At that time either I or The Enquirer will turn WH inside out.

-K Lee





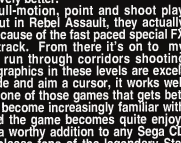
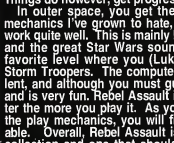
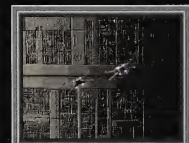
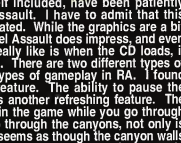
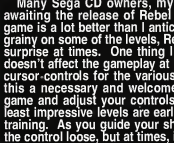
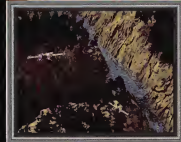
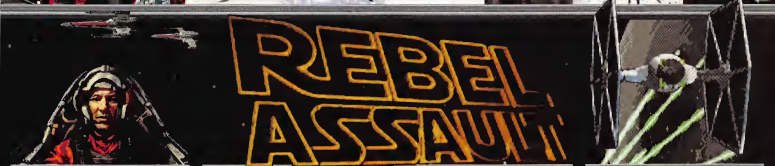
OutRunners

Those of you looking for that last 16-bit racer, cartridge style, look no further than Sega/Data East's Outrunners. So it ain't the arcade (Whadaya want for fifty bucks?). What Outrunners is though, is fun. You can play against a victim (friend) or the computer (machine) in two different scenarios: arcade or original. In arcade-mode it's you against your opponent (be it of the human or silicon type) in a cross country scramble to one of ten endings. In original mode you choose a car and challenge drivers from around the globe. Win, and you get the poor sap's car. Lose, and he gets yours. Collect every car and the ending is yours (Sorry, no trophy.)

The control in Outrunners is excellent, especially with the Quick Reactor. This pint-size rocket should do the trick against just about all comers, but watch out for the Speed Buster—he's slow out of the gate but fast in the straights. As with all of the games in the Outrun series, the music is great and this title (as long as you're in the lead), you can change it on the fly with just a flick of the 'A' button.

In the graphics category, bridges and hills lie ahead along with those trademark Sega chunky sprites that I almost welcome now. Hey, they've come along way since Thunder Blade, only half as many chunks now. The cars are drawn extremely well, as are the backgrounds, but the endings are low-res and a bit hard to see due to the squished screen. When all is said and done I would have to say that this is the best in the Genesis Outrun lineup, but in 1994. "How good is that?" is really the question. I had fun. - E Storm





Many Sega CD owners, myself included, have been patiently awaiting the release of Rebel Assault. I have to admit that this game is a lot better than I anticipated. While the graphics are a bit grainy on some of the levels, Rebel Assault does impress, and even surprise at times. One thing I really like is when the CD loads, it doesn't affect the gameplay at all. There are two different types of cursor controls for the various types of gameplay in RA. I found this a necessary and welcome feature. The ability to pause the game and adjust your controls is another refreshing feature. The least impressive levels are early in the game while you go through training. As you guide your ship through the canyons, not only is the control loose, but at times, it seems as though the canyon walls have magnets on them—you can't turn your ship far or fast enough. Things do however, get progressively better.

In outer space, you get the full-motion, point and shoot play mechanics I've grown to hate, but in Rebel Assault, they actually work quite well. This is mainly because of the fast paced special FX and the great Star Wars soundtrack. From there it's on to my favorite level where you (Luke) run through corridors shooting Storm Troopers. The computer graphics in these levels are excellent, and although you must guide and aim a cursor, it works well and is very fun. Rebel Assault is one of those games that gets better the more you play it. As you become increasingly familiar with the play mechanics, you will find the game becomes quite enjoyable. Overall, Rebel Assault is a worthy addition to any Sega CD collection and one that should please fans of the legendary Star Wars series. - K LEE





Working Design's second RPG for the Sega CD is here, fresh from Japan. Vay is a story of revenge. On Prince Sandors wedding day, the DaneK invade, kill his family and steal his bride. Sandor swears to get her back and crush the evil armada. He must seek out and take possession of the five Orbs. Only then can he unlock the power of the legendary Vay armor.

What sets this RPG apart from the rest is the brilliant storytelling throughout the adventure. WD has incorporated extra personality and humor into just about every facet of the game. In the area of play mechanics Vay uses the formula found in Phantasy Star One. You walk around in an overhead view and when caught, fight in a first person (behind the character) battle. The fighting in Vay is executed well and although uneventful at first, it does build. Becoming both more dramatic and better graphically as the game progresses. However, it never reaches the point of Lunar or Final Fantasy. This is basic stuff. The story is what saves it. Vay's weakest point lies in its music. Although the melodies are good, there are way to few of them. The music rarely changes. The graphics in Vay vary from good to just OK. The towns are nicely detailed as are the characters and magic spells they cast. However, some of the enemies are goofy and a bit out of place. They do get better as you progress but escalate only too good, not great. When all is said and done 'good' is the perfect word to describe Vay.

It doesn't break new ground, but is definitely worth playing and conquering, especially with the personal touches added by Working Designs. -Takahara



I'm your bunny if you got the money, honey.

MAYRESS	
SANDOR	HP 150
RACHEL	HP 150
P.J.	HP 150
LYNX	HP 150

22353 G

HERZALT	
SANDOR	HP 710
POTTLE	HP 750
RACHEL	HP 710
P.J.	HP 750
LYNX	HP 750

18211 G

KING OF PENAN:
I will hand you over to Sadoul! He is not as lenient as I!

PENAN	
SANDOR	HP 250
RACHEL	HP 250
P.J.	HP 250
LYNX	HP 250

44048 G

SOLON'S GUARDIAN,
THE ARACHYLIX,
COMES TO LIFE!

ICETOWER	
SANDOR	HP 437
POTTLE	HP 368
RACHEL	HP 432
P.J.	HP 375
LYNX	HP 432

1841 G

SENERS	
SANDOR	HP 178
RACHEL	HP 178
P.J.	HP 178
LYNX	HP 178

16876 G

MY/TAKE:
STOPPP! What the hell was that?

MY/TAKE	
SANDOR	HP 499
RACHEL	HP 499
P.J.	HP 499
LYNX	HP 499

3875 G

JEX:
Silence, tranquil!
What a dirty, ragged bunch you are!

SQUAVILE	
SANDOR	HP 421
POTTLE	HP 490
RACHEL	HP 490
P.J.	HP 421
LYNX	HP 490

14289 G

JEAL:
Ooh, a feisty bitch.
I'll soon have you in my kennels, luv.

SQUAVILE	
SANDOR	HP 421
POTTLE	HP 490
RACHEL	HP 490
P.J.	HP 421
LYNX	HP 490

14288 G

Attack advantage!

SANDOR HP 136 RACHEL HP 136 P.J. HP 136 LYNX HP 248

SANDOR HP 136 RACHEL HP 136 P.J. HP 136 LYNX HP 248

SANDOR HP 136 RACHEL HP 136 P.J. HP 136 LYNX HP 248

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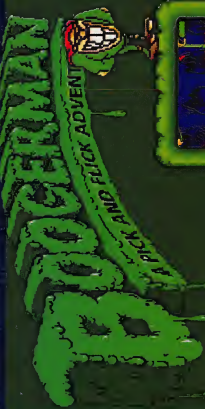
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Interplay
Interplay
Interplay
Interplay

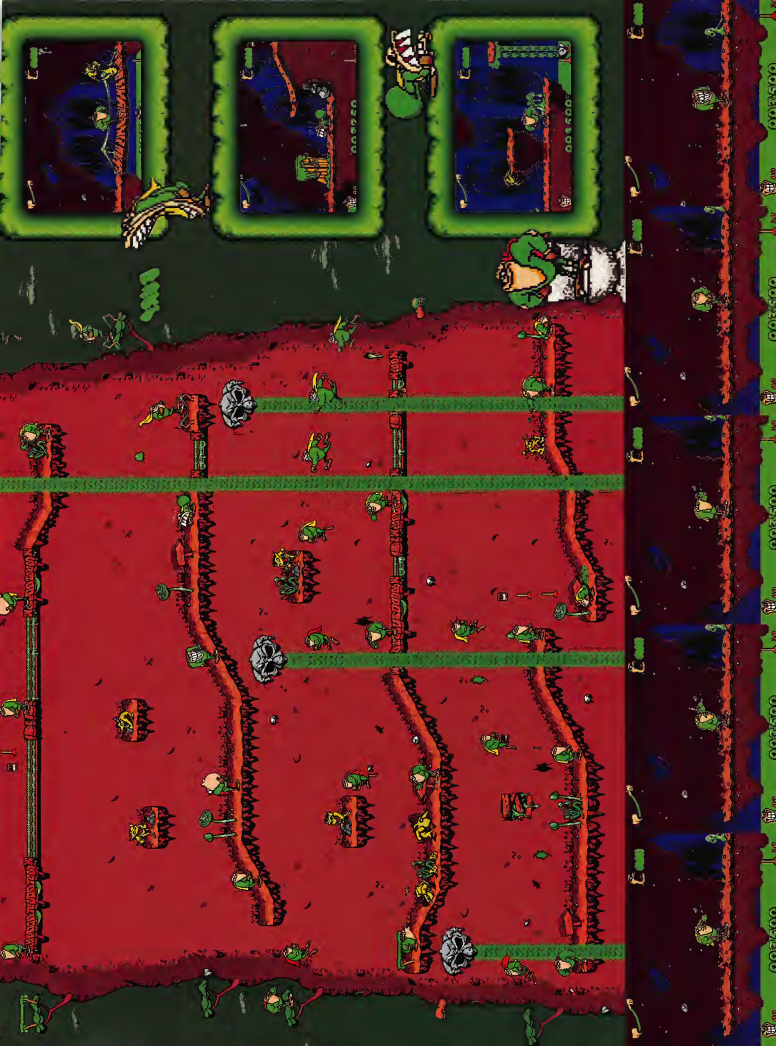


Interplay has really picked a winner. It's green, slimy and, if they flick it, it's bound to stick! It's Boogerman! The coolest (and only) video game character to ever flick a snot. Strictly relying on its Action/Platform elements this would be a great game but, when you add this farting, burping, smiling, boogier flicking hero, it becomes an instant classic. The first two levels (pictured here) have a nose full of snot rivers, slimy enemies, snot trampolines and slugs galore. The animation on Boogerman is hilarious! If you let him be, he'll pick a winner, take a good look at it, and then eat it!

The enemy characters are equally cool, reminiscent of a Ralph Bakshi cartoon. This game will surely be one of this year's best Genesis titles.

Enjoy our first coverage, I know we did! We'll be back with loads more as it develops. Boogerman is scheduled for a September release. I can't wait! -E. Storm





**SPECIAL
REPORT**

32X

On June 2nd, Kid Fan made the trip to 'Segal'-to view the new 32X and the rest of Sega's '94 lineup. Upon his return, he had only one thing to say..."it's over!" He was excited, to say the least. The 32X is a true 32-bit system that snaps on to, and works with, the Genesis and/or Sega CD. It costs only \$149.99 and is coming out this Fall, with 10-12 titles that will force the industry to stand back and take notice. Reports coming in from the Tokyo Toy Show (from our International Correspondent, Kei Kuboki) are equally impressive. "I can't see much difference between the Saturn and the 32X", said Kei-"except for the price!" So far, we have seen; Star Wars Arcade, which looked exact, and Virtua Deluxe, which features two new cars, three new tracks, and, in it's early state, looked very close to the coin-op. Companies with plans to publish for the 32X include: Absolute Entertainment Inc., Accolade Inc., Acclaim, Activision, American Softworks Corp., Capcom, Capitol Multimedia, Core Design, Inc., Crystal Dynamics, Domark, GameTek, Hi-Tech Ent., Interplay, JVC, Konami, Playmates, Rocket Science, The Software Toolworks, Sunsoft, Takara, Time Warner Interactive, 20th Century Fox Interactive, Vic Tokai, Inc., and Virgin Interactive. It's true 32-bit, it's just around the corner and it's only 150 bucks...Sega is about to take the lead in the next generation system wars.



32X Specs.

CPU:	2 Hitachi 32-bit RISC processors running at 23 MHz/40MIPS
Co-processing:	Genesis 68000 and a new VDP
Graphics:	High-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons/second; texture mapping; hardware scaling and rotation
Colors:	32,768 simultaneous colors
Memory:	4 Mbit RAM in addition to the Genesis and Sega CD
Video:	Able to overlay a plane of graphics over Genesis video
Audio:	Stereo, digital audio with programmable sample rates; audio mixing with Genesis sound



Ever raced through a 3D plasma tube? Yeah? Well have ya ever bungie jumped into a pool of snot? OK tough guy, how many times have you been able to obliterate the screen in 64 directions? What about finding weapons that toast half the screen? Can you perform crazy acrobatics to

avoid certain death? How many games have you played with exploding organs? Ever seen a queen with a slug of a butt? Well then, let Earthworm Jim™ whip some life into your Sega™ Genesis™/Super Nintendo™. And get ready to EAT DIRT! (Warning: If you like cheesy puzzle games this ain't for you!)



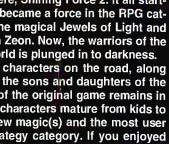
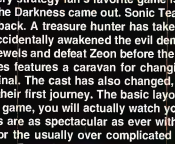
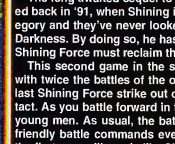
**EARTHWORM
JIM**

Playmates®
Interactive Entertainment

SHINY
ENTERTAINMENT

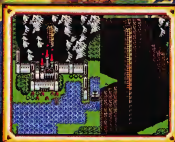
Playmates Interactive Entertainment, 16200 Sojan Way, La Mirada, CA 90638 Tel: (714) 739-1929

Earthworm Jim™ © 1994 Shiny Entertainment, Inc. All Rights Reserved.

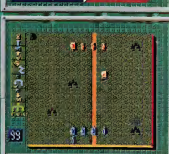


The long awaited sequel to every strategy fan's favorite game is here, Shining Force 2. It all started back in '91, when Shining in the Darkness came out. Sonic Team became a force in the RPG category and they've never looked back. A treasure hunter has taken the magical Jewels of Light and Darkness. By doing so, he has accidentally awakened the evil demon Zeon. Now, the warriors of the Shining Force must reclaim the jewels and defeat Zeon before the world is plunged in to darkness.

This second game in the series features a caravan for changing characters on the road, along with twice the battles of the original. The cast has also changed, as the sons and daughters of the last Shining Force strike out on their first journey. The basic layout of the original game remains in tact. As you battle forward in the game, you will actually watch your characters mature from kids to young men. As usual, the battles are as spectacular as ever with new magic(s) and the most user friendly battle commands ever-for the usually over complicated strategy category. If you enjoyed the first, you will surely like Shining Force 2 even more. - Kid Fan



It's World War II and Hitler's Germany is on the rise in this complex strategy game from Koei. With six scenarios and the entire allied armada at your disposal, you must plan an offensive strategy against the Axis power's worst land, air, and sea forces. I know it's unusual to see a strategy game in GF but what the heck, I'm sure there's an audience out there eagerly awaiting the next challenge. I'll tell you one thing, Koei knows how to make em' like no one else!





Alien.
Deadly.
No Fear.

No Remorse.
...and it's coming
to your SEGA-CD.TM

*Awesome Role-Playing!
CD Sound!
Animation!*



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MA-13

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Our games go to 11!

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SEGA AT THE ARCADE: COMING SOON TO A SATURN NEAR YOU



**DAYTONA
USA**

CANYON COURSE



SHORT OVAL 777



Daytona has taken the arcades by storm! As we get ready for the next level at home with Sega's Saturn, it is at the arcades now. The Saturn version of Daytona is said to be exact to the coin-op! Will we ever be able to leave the house again? If this is a first generation game, what does the future hold?

The little details in Daytona are what help it really stand out. Features like; being able to see farther than ever before, the amazing 24-bit color, the pinpoint accurate control, and the way the car actually reacts to collisions is amazing. If you hit a wall, it actually throws your alignment out. Your car will begin to bounce and there is a noticeable difference in the control. Or, take a look at the track-side attractions, the detail is unbelievable! Daytona is by far the best driving game ever created!...For now, at least.

SEASIDE COURSE



SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

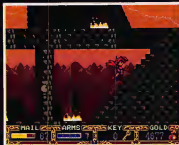
True Role-Playing!
CD sound!!
Hot animations!



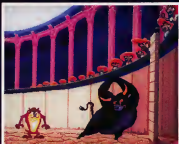
Our games go to 11!

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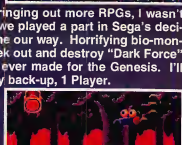
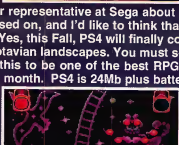
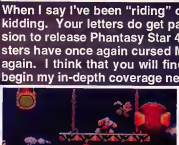
E. STORM'S SEGA PREVIEWS



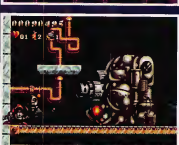
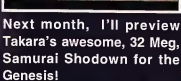
Good news for Sega CD owners! Working Designs has picked up Popfulmail! One of the best Action/RPGs of the year is on the way. I hear they're going after MW5 next! I'll have more news on both games next month.



Taz is back! (Hopefully with better control). In this all new Action/Adventure, Tasmanian Devil in Escape from Mars, Taz finds himself caged in a zoo on Mars. The escape is on! You can expect cameos from loads of your favorite Looney Tunes characters in this one. Taz has 6 levels, each with three sub-levels including; The Haunted Castle, Mexico, Atlantis, Megalopolis, Planet X, Mars, Alpine Peaks, and the Mole World. Taz is scheduled for a Fall '94 release.



When I say I've been "riding" our representative at Sega about bringing out more RPGs, I wasn't kidding. Your letters do get passed on, and I'd like to think that we played a part in Sega's decision to release Phantasy Star 4. Yes, this Fall, PS4 will finally come our way. Horrifying bio-monsters have once again cursed Motavian landscapes. You must seek out and destroy "Dark Force" again. I think that you will find this to be one of the best RPGs ever made for the Genesis. I'll begin my in-depth coverage next month. PS4 is 24Mb plus battery back-up, 1 Player.



Crystal Dynamics' first Sega CD game is coming this fall; Kamikazi Comics. KC has you, as the writer of the comic, devoured into your own fictional world, where you must fight the mind's creations through an Ice World, Fire World, etc. Look for more in coming months...

Due to a game delay, we have postponed our Tin Head review until next issue. You can bet that it will be an extremely favorable one! After beating the game (which wasn't easy), I can honestly say that Tin Head will be well worth the wait!



**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**

E. STORM'S M.D. MEGA DRIVE



SHINING FORCE CD



The greatest strategy game in Sega history is making it's way to the Mega-CD this Summer. This version will feature more animation, an amazing soundtrack and narration. The story follows in the footsteps of the Import Game Gear version of Shining Force and is loaded with drama. There is no word yet on an American release, but you can bet that if Shining Force 2 does well, SOA will not hesitate to keep the Shining Force series alive in the States. I'll have a review on Shining Force CD in my next RPG special.



Next month I'll review Ragnacenti (Laguna Senti) for the Mega Drive. This Zelda-like action/rpg was programmed by Nextech (formerly known as Gau Entertainment). Their last game was Ranger-X, so you know this game will deliv-



er. These shots are from a video that our International Correspondent Yagison got during his travels. The game looks absolutely brilliant. Ragnacenti hits Japan on June17th, so I'll have the real thing next issue. See you then!
P.S. I'm already calling my contacts to get it released here...no worries!

You haven't played

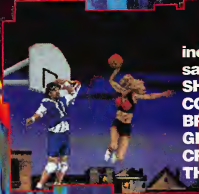
Jammit

Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough 'em up and spit 'em out, on the street, in your face, one on one 16 meg basketball video game.

Get it.

includes free cd music sampler featuring:

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KING OF THE MONSTERS 2

You're 120 feet tall - ripping chunks from an alien in a town you just wrecked. Now mom wants you to set the dinner table?

TAKARA
Video Game Division

FREE! King of the Monsters 2 Key Chain. Write your name and address on an envelope and put two 20¢ stamps on it. Put it inside another envelope and send both envelopes to Takara, One KING, 235 Fifth Ave., Suite 1201-B, NY NY 10001. Please allow 2-4 weeks delivery. Takara game support is now available in the Video Game Publishers Forum on CompuServe. Type "GO TAKARA" to access this area 24 hours a day.

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from an alien in a town you just wrecked.

Now mom wants you to set the dinner table?

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Type "GO TAKARA" to access this area 24 hours a day.

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PLANET SNES



If I could only play one game for the rest of my life, that game would definitely be Street Fighter II. The Enquirer and I have spent thousands of hours (and dollars) playing it. It's a part of our lives: We are fans.

We are also critics. We take it upon ourselves to carefully scrutinize—and judge for you—any product that uses the SF2 name. The latest victim is Super Street Fighter II for the Super Nintendo. As soon as you turn it on, a full screen Ryu throws a fireball in your face, just like the arcade. Next, you go to the main game selection screen where you can choose from 5 different playing modes. There are 2 new playing modes in Super SF2: Tournament: Battle mode and Time Challenge mode. The 8-player TC mode mocks the arcade Super SF2 Tournament battle, where 8 machines are linked. My personal favorite is the Time Challenge Mode. After you choose your character and the computer opponent, you fight one timed round to try to beat Capcom's records (and maybe your own). The game has 4 standard speed settings, and there are also some hidden codes. These new features, plus the ability to use all the new moves and 4 new challengers, are reason enough to give Super SF2 instant desirability.

There's more to this game however, much more. First, the sound FX and music are outstanding. The new improved sounding punches and kicks really help bring the arcade experience home. I love how the voice samples were directly ported from the coin-op game. My ears recognize Guile's new "sonic boom" or Ken's new "tatsu-maki-sen-pu-kyaku" from a mile away.

My favorite part of the game is the music. The tunes are totally revamped and they sound fantastic. So far, all of Capcom's SNES/SFC music is distinctive (horn samples, drum samples, etc.), but not this one. It seems as if the programmers are using a new sound development tool. Could this be the new Capcom sound? The controls, thankfully, feel just like previous SNES SF2s. The graphics are improved and the new stages are beautiful. This game truly parallels the arcade game. Other than having better sound, a few new moves, 4 new characters and levels, Super SF2 was exactly like the other SF2s. What you need to realize however, is that this game is masterfully programmed, well thought out, impressively executed and very much worth buying. An enthusiastic thumbs up!... -K.LEE

SNES • CAPCOM • 32MB • FIGHTING • 2-PLAYER • AVAILABLE NOW

STREET FIGHTER II

The New Challengers

SUPER

DID YOU KNOW?

That Captain Sawada, who plays second in command in the new SF movie, will most likely be incorporated in a new SF game, which supposedly is scheduled for a Spring '95 release.



Felony
 DATE OF BIRTH: 4-23-1969
 HEIGHT: 5'8"
 WEIGHT: 168lbs..
 S-SIZE: S 43"
 M 30"
 L 31"
 BLOOD TYPE: O



REKKA KEN



RISING DRAGON KICK



DEEP FIERCE

STANDARD STRONG

REKKA KICK

TWO REKKA KICKS

Fei Long



T-Hawk



T-Hawk
 DATE OF BIRTH: 7-21-1968
 HEIGHT: 5'6"
 WEIGHT: 200lbs..
 S-SIZE: S 37"
 M 30"
 L 34"



THE STORM HAMMER



THUNDER STRIKE



THE HAWK



DEEP FIERCE

CROUCHING JAW

STANDARD FORWARD

THUNDER STRIKE

Cammy
 DATE OF BIRTH: 1-6-1969
 HEIGHT: 5'6"
 WEIGHT: 101lbs..
 S-SIZE: S 34"
 M 22"
 L 35"
 BLOOD TYPE: O



CANNON DRILL



SPINNING KNUCKLE



FRONT KICK



ROUND HOUSE

STANDARD STRONG

THRUST KICK

ROUND HOUSE

Cammy







Guile

DATE OF BIRTH: 12-23-1969
 HEIGHT: 6' 1"
 WEIGHT: 191lb.
 3-SIZE: B 40"
 W 32"
 H 35"
 BLOOD TYPE: B



FLASH KICK



SONIC BOOM



JAB SONIC BOOM

FOLLOW UP KICK FIERCE

SLIDING ELBOW

SONIC BOOM

SPINNING BACKFIST

Guile



Ken

DATE OF BIRTH: 2-14-1966
 HEIGHT: 6' 10"
 WEIGHT: 180lb.
 3-SIZE: B 44"
 W 32"
 H 33"
 BLOOD TYPE: B



HURRICANE KICK



DRAGON PUNCH



FIREBALL



Ken



Blanka

DATE OF BIRTH: 7-17-1966
 HEIGHT: 6' 5"
 WEIGHT: 210lb.
 3-SIZE: B 70"
 W 47"
 H 67"
 BLOOD TYPE: B



ELECTRICITY



ROLLING ATTACK



BEAST LEAP



DEEP FIERCE

SLIDING ELBOW HEAD BUTT

THEA ROLLING ATTACK

Blanka



WHIRLWIND KICK



LIGHTNING KICK



KIOKEN (FIREBALL)



FIERCE

FIERCE

KICKX (FIREBALL)

Chun Li



SIBERIAN BEAR CRUSHER



SPINNING PILE DRIVER



SPUEKIAN SUPLEX



SPINNING CHOTOSLINE



FIERCE BODY SPLASH

SPINNING JUDO

SPINNING SHORT

CRUING ROUNDHOUSE

Zangief



YOGA FIRE



YOGA FLAME



CANNON DRILL



YOGA TELEPORT



YOGA POSE



PORCUPINE FIERCE

Dhalsim



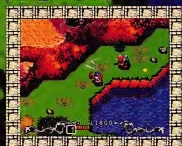
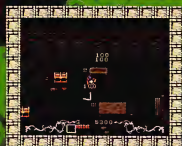
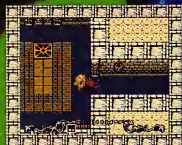




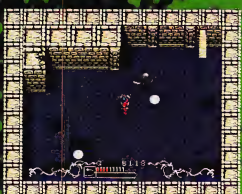
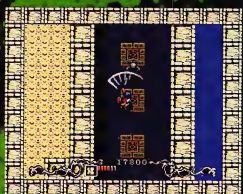
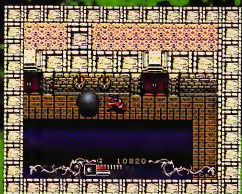
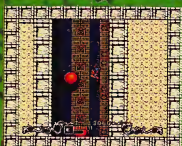
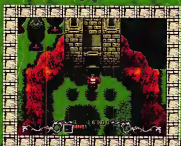
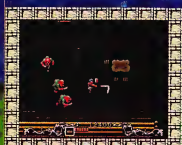
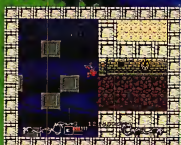
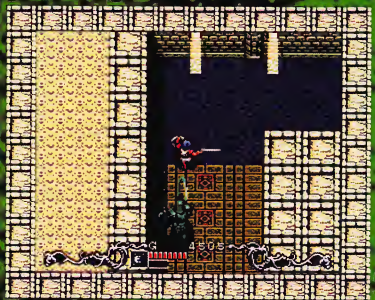
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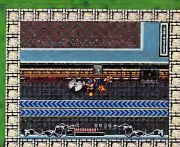


BRAIN LORD

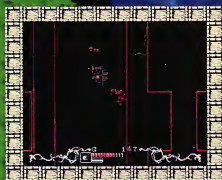
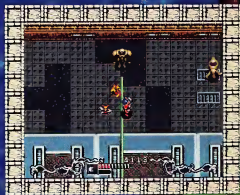
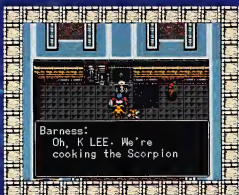
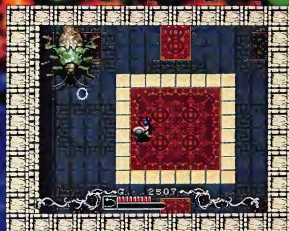


It seems as though third party companies are releasing more and more RPGs and Action/RPGs than ever before. There is a large (and ever growing) demand for role playing games and it is good to see this genre has not been totally ignored. Enix is one company that is famous for releasing quality role playing games and Brain Lord is their latest venture. This 12 meg Action/RPG is patterned after games such as Soul Blazer and The Journey Home. You play the role of a fighter, who takes on a quest for answers about a lost legend of the ancient "Dragon Warriors". You are a descendant of these Dragon Warriors and must travel to the Tower of Light to become a Dragon Warrior yourself. In order to fulfill your destiny, you will encounter many strange beings and journeymen along the way. There are many features in Brain Lord that set it apart from the typical Action/RPG. The graphics is the first thing that comes to mind. The visuals have a crisp, colorful look to them and everything is drawn well, but it is the characters themselves that demand a closer look. Most of the characters and enemies in the game are





a bit on the small side, but have so much detail in them-you can see even the smallest features. While these characters are not spectacular looking, they do have a look all their own, and this is what helps separate Brain Lord from other Action/RPGs. Another unique aspect of BL is the play mechanics. You will encounter many puzzles along the way, where you may have to push or arrange a certain object in a particular way (love those magnetic steel balls) or jump across a bottomless pit. You will also collect jewels containing fairies that have different abilities, and help you along the way. The best thing about this game is that we, in this country, even get an opportunity to play it at all. Too many times, great Japanese RPGs (Konami's Madara 2 for example) get passed over because, somehow, American 3rd party companies believe there is a very limited market for role playing games in this country! What are they thinking? The fact is, although it is an uphill battle getting these games over here, they are more than worth the struggle-believe me. Ask anybody who is a DieHard GameFan. - K.LEE





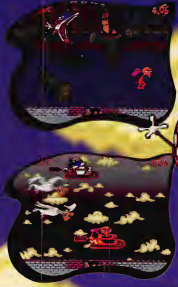
The Ren & Stimpy Show



A new generation of cartoons is upon us. Characters like Beavis and Butt-Head, Rocko and Spunky, The Simpsons, and Ren & Stimpy, are mainstays in American television and, subsequently, video games.

The second Ren & Stimpy offering from THQ has all the makings of a superb cartoon style action game. The Ren & Stimpy Show: Time Warp, is based on the animated series on Nickelodeon.

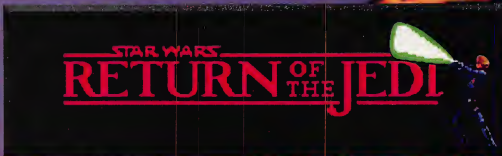
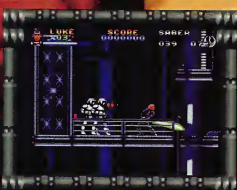
Ren & Stimpy unexpectedly win their own Time Machine on the Muddy Mud Skipper show and (it comes as no surprise) manage to get lost in time on their very first voyage. This gives Muddy the Mud Skipper the perfect opportunity to get back his most prized possession; the time machine. In this perfectly drawn and animated adventure, you will guide either Ren or Stimpy in a one player game-or both in a two player game, through their Backyard, the Big City, the Zoo and the entire 'Untamed World'. At the end of each level, after a perfect rendition of "Happy Happy, Joy Joy", you will board the time machine-where you're treated to a fantastic 3D shooting-stage where you can pick up big bucks as you blast through the ever changing time warp. While flying, Stimpy really shoots as you press the button, and Ren really steers along with your movements on the pad, nice touch! The animation and voice in Time Warp are much better than the first game and add a sense of cartoon realism to every level. Now, for the big, big surprise...the music! It really took us by surprise! This game has a soundtrack that could easily be compared to games like Castlevania and Act Raiser! Double joy! Time Warp is now in the tweaking stages and should be available late August. We'll have a big review as soon as we get the OK, Happy?...Joy! This one looks like a big winner! - E. Storm





Demon's Crest

Capcom's latest gift to gamers everywhere is *Demon's Crest*, the 12-meg sequel to the popular 8-bit game, *Gargoyle's Quest*. It seems as if we've been waiting years for this game to be released on the 16-bit Nintendo, but I guarantee you, it was worth the wait. If you thought the NES and GameBoy GQ games were impressive, you ain't seen nothing yet! While these screen shots came from an early version of DC, our first impressions were extremely positive. *Demon's Crest* has the potential to become one of the greatest SNES titles of '94. The levels and overall feel are very reminiscent of *Super Ghouls and Ghosts*, as are the graphics. From the music and the detailed backgrounds, to the control and play mechanics of *Firebrand* (the main character), DC has the makings of another masterpiece from Capcom. DC is due out this October, we'll have more info. and additional screens as it develops. *-Enquirer*



We all knew it was coming, and now we get to see it. The long awaited Super Return of the Jedi is set to debut in stores during the 3rd quarter of 1994. From what we could discern, the game could become a smash hit. The levels in this 16-meg Super Return of the Jedi are longer than the ones found in either Super Star Wars or Super Empire Strikes Back. The graphics have been improved, with multi scrolling backgrounds and detailed enemies. As found in its predecessors, (SSW and SESB) Super Return of the Jedi features sound FX and soundtracks highly reminiscent of the motion picture. There are now levels where you can use the Ewok or Princess Leia, as well as Hans, Chewbacca or Luke. Anyone familiar with the play mechanics of the first two games will feel right at home with SROTJ. You will travel from Tatooine to Endor, running, jumping, slicing, and blasting through well-known scenes from the movie. Although this is a very early version of SROTJ, the game had that good ol' Star Wars look and feel to it, only on a more grandiose scale. Your weapons include a Flame Thrower, Seeker, Rapid Ion, Plasma gun, and your trusty Blaster. GameFan will have more coverage on JVC's Super Return of the Jedi in the coming months. -K.LEE



Clay Fighter

Tournament Edition

In November 1993, we gave you an inside look at Interplay's first one-on-one fighting game for the SNES, *Clay Fighter*. With CF, Interplay took the basic structure and play mechanics of popular fighting games like *SF2*, and added its own unique humor and personality. One thing we knew for sure: CF would never get lost among all the redundant, look-alike fighting games on the SNES. From the hilarious Claymation characters and cartoon-type antics to the crystal clear voices and singers in the intro, CF was definitely one of a kind. This spoof on beat-em-up games had all the makings of a hit, and indeed a hit it was.

Interplay is now introducing a new, 24-meg tournament edition of *Clay Fighter* for the 16-bit Nintendo, which we'll call CF:TE. A few things set this newer CF apart from last year's version. The first thing you notice is the speed. This new edition of CF has doubled the speed of all 8 different speed settings! There are also more voice samples in CF:TE. During a match, the announcer may say, "Feeling a little flat," when a character gets mashed to the ground, or "Now that was a close one," when a fight comes down to the wire. There are also new "Tournament" elimination matches and new multi-hit combos. Evidently the game has better balanced characters. You can select from 4 different colors for your character before you enter a match. This gives the game a more personalized feeling. Like Capcom has in the past, Interplay has taken a great concept and made it better. -K Lee



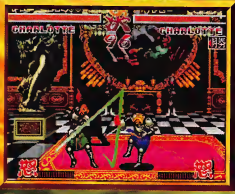


SAMURAI SPIRITS



Samurai Shodown, the long awaited Neo-Geo translation from Takara, is coming along incredibly well. It's scheduled for an October release. A Genesis version will follow shortly thereafter. Takara has informed us that everything from the Arcade version will be intact, except for the scaling. To make up for the missing zoom feature, Takara may develop new features unique to the SNES version such as: speed control; Boss mode; and perhaps some characteristics from the upcoming Samurai Shodown 2. These features are tentative at the moment. However, we are pushing Takara to include them as they would have a noticeable impact on the final product.

As you can see in these shots, the camera is always "zoomed out" to display the beautiful backgrounds that helped make SS an overnight success and for many, the ultimate fighting game. In this still-early version, Earthquake blows his gargantuan fart, but no gas escapes. We hope an ensuing cloud is added and sneaks past the sensors. Everything else, from Gennan's wicked slice to Tam-Tams towering flame breath remains the same as the Neo-Geo original. -K. Lee



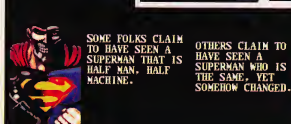
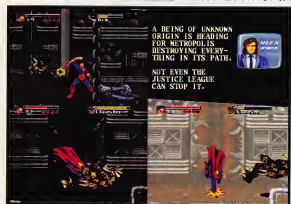
INDIANA JONES

JVC is bringing the Indiana Jones trilogy from the big screen to your SNES. This 12-meg action game combines (and closely follows) the storyline of all three blockbuster movies. Due out in the 3rd quarter of 1994, Indiana Jones looks like it will be one to watch for this Christmas. Join Indy and his trusty whip as he travels from country to country. Indiana Jones contains a long quest with plenty of levels, and visuals impressive enough to keep the hard core gamer happy. The layout is similar to the now famous JVC Star Wars series of games. Although this game is nowhere close to being finished, I couldn't help but be impressed by the graphics. The color and shading in some of the levels are simply amazing, and there are plenty of scrolls to be found. Along the way, you pick up hearts, whips, guns and the various other tools that make a gamers life a bit easier. We've come to expect good games from JVC and after playing Indiana Jones, (albeit an early version) we have high hopes for the immediate future. -K.LEE

METROPOLIS—
PRESENT DAY.A PEACEFUL SUMMER
EVENING WHEN
SUDDENLY...A COMPLETE POWER
FAILURE!DEEP INSIDE THE METROPOLIS
POWER PLANT THE UNDERWORLDERS
CELEBRATE THEIR TAKEOVER.

THE DEATH AND RETURN OF SUPERMAN

Software's The Death and Return of Superman marks the first in a series of Summer and 4th quarter releases that will closely follow their comic book counterparts. As you can see below, this superbly drawn Action/Comic follows the DC story to the letter. During the game you assume the identity of all four "Supermen" that appear after dying at the hands of: Doomsday; Cyborg, the Man of Steel; Super Boy; and the Eradicator. Each character has his own unique moves that give this title a vast array of playing mechanics. These features—along with the excellent control, graphics, and sound—will satisfy both Arcade/Action and DC fans alike. Look for a full review soon. -Kid Fan



WHO WILL DEFEND US NOW...

STILL OTHERS
BELIEVE THEY
HAVE SEEN A
YOUNG SUPERBOY.FINALLY, WE HAVE
RECEIVED EYE-
WITNESS REPORTS
OF A MAN MADE OF
STEEL.



BLACKTHORNE

Interplay's latest offering for the SNES is *Blackthorne*. With an amazing story, mesmerizing music and incredible animation, this game looks to be one of this Fall's most promising offerings for the SNES. *Blackthorne* is an involving and addicting action/adventure that incorporates play mechanics from *Flashback*, *Prince of Persia* and *Out of This World*. What sets this game apart is the diverse play mechanics, and the outstanding attention to detail and character interaction. Interplay hopes the ability of the player to perform many different acts such as: dodging bullets; running; jumping; shooting; setting bombs; collecting new weapons; and talking to people, etc., will help separate *Blackthorne* from the rest of the pack. The graphics are highly detailed and the levels are long and very demanding.

Games of this type should draw you in from the very start and *Blackthorne* does just that. Once you begin concentrating on what you have to do for each step, you start to become more and more immersed in the game itself. Because this game is so challenging both physically and mentally, good concentration and quick reflexes are required. These are the earmarks of a great game. Even in its present, early state, *Blackthorne* shows major promise. I can't wait until it's finished. -K.LEE





I remember how excited I was when *Breath of Fire* was first announced in Japan a few years ago. I could only imagine what Capcom could do with an RPG, so at that time, BOF was a dream come true for me. However, in the back of my mind I wondered, "Will this game make it to America? Or will another great RPG get passed over?" The latter seemed a better bet.

One of the more attractive elements of a good RPG is its ability to draw you into the story. If you can't understand or read Japanese text, how can you experience all the feelings the game should give you? Thanks to Square Soft,

BOF is somewhat of a rarity in that it is one of the few great Japanese RPGs that made it to the SNES.

The story involves your basic struggle of good (the Light Dragons) against evil (the Dark Dragons). You play the role of a hero who is on a quest to find the six "Goddess keys" scattered throughout the land. Whoever possesses all 6 keys will control the entire kingdom. It is up to you to stop the Dark Dragons from getting these keys. If you succeed, peace will again reign on the kingdom. If you fail...Well, let's just say you better come through on this one, son. BOF is a true Japanese-style RPG, where you travel back and forth between towns, talking to people. It is very important to make contact with everyone in these towns, or you will miss all the clues needed to progress.

On your travels, the typical overhead RPG perspective is presented. It's when you go into battle that the game really shows off its uniqueness. I really love the 3/4 perspective during the battles. (Too often, you see an RPG battle set in a side perspective.) BOF's 3/4 view is very refreshing. The menu-driven icons resemble cards in a deck: they're shuffled when activated. One thing I did not like about the item icon was the lack of a sorting option similar to the one found in the *Final Fantasy* series.

The animation in BOF is way better than your run-of-the-mill, stiff RPG. When you attack an enemy, you actually lunge toward it. Everybody is pulsing or has some kind of movement, even



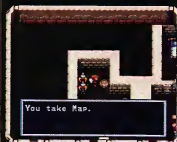
Approach Nanai during the night to avoid the town guards.



After defeating the knight in Nanai's castle, you will get the first key.



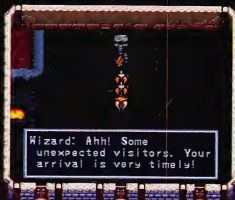
While you rest in Winlan, Nina travels NW towards Karma.



Along the way, pick up the map located underneath a house in Romero.



Travel west through the forest. An evil wizard is at the top of this tower.



Nina's party faces the evil wizard. They attempt to defeat him and retrieve the remedy...



...But it is no use. Nina is captured. One of her guards escapes and sends for help.



You must now join the rescue party and save Nina.



Defeat the wizard and you will receive the remedy.



Give the remedy to the King. Nina can now join your party.



The king gives you permission to use the bridge downstairs.

when they are not attacking. The graphics during these battles have that highly detailed, Japanese cartoon-style artwork that I love, and which Capcom is famous for.

RPG's need good music to both establish a mood and keep you interested. The music in *Breath of Fire* is fantastic. Like the artwork, the music has a distinctive Capcom feel to it. You will hear a little bit of *Super Ghouls and Ghosts* here and a bit of Mickey Mouse there, presented with an orchestrated, RPG flavor. The annoying feature is the battle balance. At times, easy to defeat enemies give you a lot of money and experience points, while some of the more difficult enemies give you chump change. (Bogus!)

While BOF is not extremely difficult, there are some places where you may get stuck.

I've taken this opportunity to point out some key areas to get you started. Good luck!

Let's all hope that more RPG's of this caliber make it to these shores. - K.LEE



Travel Southeast to the twin towns. Tuntar is on the right and Tantar is on the left.



In Tantar, give the blacksmith the 1-Ore. In return, he will give you the saw.



Go north to the forest. Use the saw to cut through the trees.



After defeating the dragon, Bo joins. Go back to twin cities and talk to people.



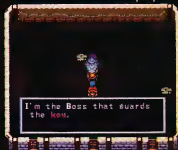
Next, go back to Romero during the night. Get the Wtr. Jar in the grave.



Make Bo lead the party. Go SW to a hidden cave and fill the jar with water.



Then, go to the floating island NW of Romero. Use the S. tablet here.



The King Key is located at the top of the tower.



Now, go to the stone robot located directly north of Tantar.



After defeating a knight, you will gain control of the robot.



The robot's laser will break the dam causing the river to flow once again.



After talking to the elder in Tuntar, go through this cave located beside the robot.



Take the ring back to Tantar in time for the wedding.



The robot destroys Tuntar. It's up to you to face who ever is behind this and see what other challenges await you...

MIGHTY MORPHIN

POWER RANGERS

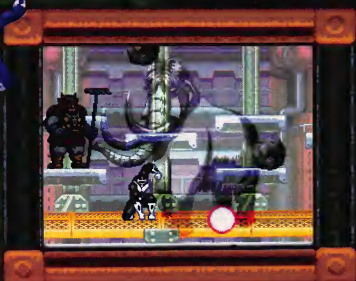
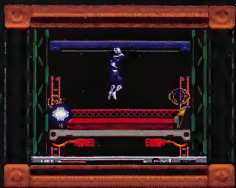
For millions of after school TV junkies, one of the most eagerly anticipated SNES titles of '94 has got to be Bandai's new 16 Meg Power Rangers. The success of the Power Rangers has taken the toy industry by storm, and Bandai is hoping the Power Rangers video game will build on that success and clean house this Christmas.

Based on the Mega-popular TV show bearing the same name, the 16-bit Power Rangers has the potential to be one of the biggest and most popular SNES games of 1994. In this 1 player, side scrolling, punch and kick action game, players can choose any of the five Rangers. There are five action levels, plus you can play 2 hidden one-on-one fighting levels by accessing a secret code. You can play as a Power Ranger super hero or a regular teenage kid.

Once morphed, each Power Ranger has their own special powers and weapons. The Rangers can jump off walls, swim through water, crawl

TRAIN: BILLY JASON KIMBERLY ZACK





through tunnels, use air throws, set special bombs, cling to pipes overhead, and more. All the Rangers have great animation and each has their own personality and method of attack. Although this game is loosely based on the hit TV series, PR has enough substance to attract action game fans. When this game is released in August, Ranger fans should be in heaven.

-K. Lee





FATAL FURY SPECIAL

After playing every version of Fatal Fury produced by Takara, I thought they would never be able to do a perfect translation of the 150-meg Neo-Geo game, FF2 Special. Well, they've proven me wrong with a beautiful, 32-meg version of Fatal Fury 2 Special on the SNES.

The main thing I look for in an arcade translation is great attention to detail. With FF2S, you get it big time! When I play arcade ports, I like to ask myself, "Am I getting the same feeling or adrenaline rush that the coin-op game gave me?" Well, in my opinion, Fatal Fury Special 2 is the best arcade-to-home translation this side of Street Fighter II Turbo on the SNES. The graphics mimic the coin-op game down to the smallest detail, with a level of color and high resolution that is way past cool...heh, heh. The backgrounds look surprisingly close. As far as I can tell, there is no difference in character animation between the arcade and SNES game.

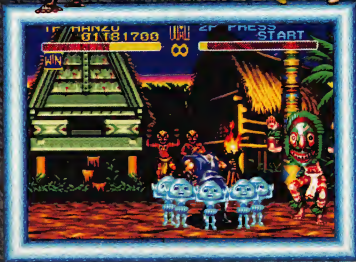
There once was a time when I believed you could only get visuals of this quality in an arcade game. But with the new 32-meg games coming out and the right developer, you can get that arcade experience at home for a fraction of the cost: \$79.95 to be exact. So after 320 plays (at \$0.25 a shot) you're playing for free, and you don't have to leave the house! FF2 Special features every character found in the arcade game, even Ryo Sagazaki from the Art of Fighting series. There's a code to control Ryo, just like the one found in the Neo-Geo game. The SNES version will even incorporate additional codes and secrets not found in the Japanese SFC version. The sound and music on FF2S are the most impressive I've heard on the SNES since the original ActRaiser. To tell you the truth, the music alone would motivate me to buy this cart. The sound is actually better than the Neo-Geo game in its own unique way. The fact that this game is also presented in Dolby Surround is an extra bonus. Look for a combo guide on FF2S as soon as the game is 100% complete. By next time, SAYONARA. -ENQUIRER





You know, K.LEE and The ENQUIRER (that's me) sit here every day in our office playing all of the latest fighting games. I mean we play everything, good or bad, and you know something? It seems to me that only two home console developers make great fighting games: Capcom and Takara. It sure feels like every game we've received in the past year from Takara, has been better than the last. And you know what? It's the same thing with World Heroes 2. You know the story, it's been the same in every fighting game since the beginning of time.

You have 14 characters to pick from, and in this version, in the versus mode, you can pick the last bosses from parts 1 and 2. Then there's the speed difference. In the arcade you couldn't select your speed, but in this version you get 3 different speeds, and you also get to use all 6 buttons, unlike the arcade which features only 2. Trust me, with the extra buttons it's a much better game as far as control goes. As usual, the sound is not quite as good as in the Arcade WH2, but for the SNES, it's excellent, much better than FF2 and that was awesome. To put it bluntly, Takara has again done the impossible, fitting a 146 meg Neo Geo game into a tiny 24 meg cart and keeping it close to the original. SAYONARA. - THE ENQUIRER.



WINTER *Extreme* SKIING AND SNOWBOARDING

It's been a long time since I've played a good skiing game, remember Slalom on NES? It has been a LONG time! Now, winter's sport of sports returns, with Tommy Moe Winter Extreme, Electro Brains impressive new Snow Board/Skiing game. You may have seen this game before, under the name "Winter Extreme." In fact, we previewed the game in our January 1994 issue. As previously shown, Tommy Moe features some of the smoothest and fastest Mode 7 effects ever seen on the SNES. In my opinion, the Mode 7 effects in TMWS blow away F-Zero's, a game that set a new standard for Mode 7 effects. Tommy Moe gives you a sensation of speed that will make your eye's water and your hair blow back. When you start your game, you can select either a 1 player or 2 player game and select; Snow Boarding or Skiing mode. There's 3 different events to pick from; Slalom, Giant and Downhill. Most of the events are pretty cool but my favorite mode is Freeride. You can just ride without having to qualify for an event. Besides having incredible control, there are many cool special FX in this game, including: Sun Spotting and snow blindness, (which to my knowledge has never been done on the SNES before). I would have to say Electro Brain has made the best Skiing game ever. If you're looking for the ultimate downhill rush, this is it! To Electro Brain, I the ENQUIRER congratulate you for making the best Skiing game ever and I thank you for the beautiful Mode 7 FX. If

Electro Brain did this impressive of a job the first time, then I think its time to start planning a Tommy Moe 2, only with a Super FX chip this time. Sayonara gamers. -ENQUIRER





**LOOKING FOR
A GAME WITH
SOME TEETH?**

THE ENQUIRER'S



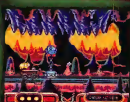
Jordan Expressions
for Health Status



First basketball, then baseball, now Action/Platform? That's right folks, everybody's favorite bald guy, Michael Jordan, is starring in his own SNES game with amazing side scroll action. Michael uses fire balls, ice balls (both of the basket variety), etc. to rid underground Chicago of all its baddies (some of which you see here). The game will make it to market later this year, courtesy of Electronic Arts, and looks to be one of the more interesting and innovative games of 1994.



The original video game super hero is back, with cartoon graphics and a thousand animated expressions. You can also play the original arcade game of PacMan or there's a code to play the original Ms. PacMan. PacMan 2 takes platform/adventure to a new level, creating a truly Interactive cartoon for the SNES. More next issue.



The Pitfall legend continues on the SNES this Summer, with an all new adventure that you will have to see and hear to believe. From the graphics to the music, this is one of this year's most impressive new SNES titles. I'll have some big coverage on Super Pitfall next issue.



Street Racer is a Super Mario Kart meets Mad Max type of game. It's an arcade style game that brings together the best elements of RACING and FIGHTING. There are 8 different courses and, in four player mode, the screen is split 4 ways horizontally, allowing for 4-way simultaneous play-a first for the SNES.

Here are two of the great new games that Capcom will be showing at the Summer CES-Bonkers and, the much anticipated, Captain Commando. I'll have more on both of these promising new games next issue.





BAT



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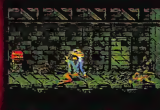
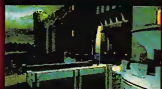
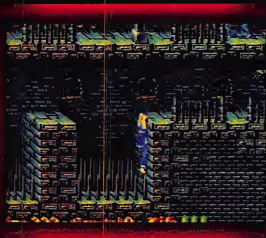
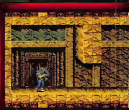
SUPER NINTENDO.
ENTERTAINMENT SYSTEM



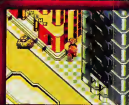
SUNSOFT™

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THE ENQUIRER'S SF PREVIEWS SUPER FAMICOM



After years of waiting, Nosferatu finally has a release date! This September, Super Famicom owners will experience one of the most amazing 16 meg games ever created. From the animation to the unique play mechanics and haunting music, Nosferatu has it all. We'll work on getting you a US release date on this one right away. Look for major coverage in future issues.



Nintendo's sequel to one of Japan's biggest selling RPGs: Mother, is about to hit in Japan. This 24 meg RPG is said to have an even better storyline than Final Fantasy 3. That seems hard to believe. It sure doesn't have the graphics. We'll give you the scoop on Mother 2 in an upcoming review.

Based on one of Japan's biggest animated shows, Poltergeist kid 2 features SF2 style play mechanics and tons of special moves. From what I have seen, this could be one of the best fighting games of '94. Look for a full review next month.



Sunsoft of Japan is hard at work on Albert Odyssey Gaiden. This time the fight scenes are authentic RPG instead of strategy. Gaiden is 24 meg and features 256 colors on screen. The special effects are said to be truly cutting edge. We'll have a review this summer. So, we'll see...Hey Sunsoft, what happened to part one?



The programmers and designers at Banpresto are working around the clock to finish Great Battle 4 by September. Fans of the first two games will be happy to hear that this game is rumored to be at least twice as good as the last version. Personally, I just can't get enough of these little garbage cans.





THE GANG'S ALL HERE!

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SUPER NINTENDO



GENESIS

3D ZONE



Jurassic Park is Universal Interactive Studio's first foray into the video game world. And, while it is a good first effort, the 3D0 game falls a little bit short of the level of play found in the SNES and PC versions of the game. The problem isn't in the execution, but more in the designers' idea of what is fun. The gameplay takes the tried and true video game formula of using simple arcade play mechanics in a multi-level environment, where the difficulty gets greater as the game moves along-but not the diversity. The play environment is very attractive, with excellent color and sound, and good animation in the arcade sequences. Your goal is to take the stranded inhabitants of the island and lead them to the safety of the heliport, thus giving them sanctuary from the dinosaurs that roam the island. As you move across the island, you will play through three arcade sequences (over and over again); a side scrolling taser-action where you must toast a series of Spitters, a first person driving sequence where you are being pursued by a T-Rex and must make it over the terrain to safety, and a first person maze through different buildings on the island (they all look the same), where your goal is to find the keys in each of the four rooms-one allowing access to the next. In addition, you must access the engineering and computer system on the island to crack Nedry's code and call the cargo ship to rescue the survivors. You do this by playing a series of five versions of classic VCS games (Asteroids, Centipede and Space Invaders clones, among others). I think I understand what the design at 3D0 was trying to accomplish with JP. But I think the game has been diluted because of the film angle and the idea of an interactive Hollywood. They are thinking movie first and game second. The end result is that the game, although attractively and professionally packaged, is one dimensional. I do, however, see early signs that Universal Interactive will be one of the good guys in publishing movie studio software. Their next game is Way of The Warrior...we'll keep you posted. - Talko





ROAD RASH

Everybody in the video game industry is talking about the next generation systems and what they can and can not do. Sega's Saturn and Sony's Play Station are the current hot topics. Much of the excitement surrounding these systems is being generated by their initial releases; Daytona racing (Saturn) and Ridge Racer (Play Station). As excited as I am about the prospects of both those machines and the racing games mentioned above, I have just seen the most incredible racer and it is on my 3DO. The version of the game shown here is pre-Beta, but we have seen enough to know that Road Rash 3DO will be as important to the sales of 3DO hardware as Daytona and RR will be to their respective systems.


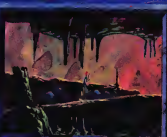

3DO owners will not believe their eyes when they begin to play Road Rash. As good as the 3D, real-time graphics were in Crash & Burn and Total Eclipse, the frame rate and detail in EA's new engine are even more outstanding. This game represents all that the next generation hardware has been promising for the past year. Road Rash makes extensive use of the FMV capabilities of the 3DO hardware, has an outstanding soundtrack that features some of the biggest names in alternative rock, including Soundgarden, and takes the addictive gameplay found in the original game (on the Genesis) to a higher level.

The racing/fighting competition takes place over 5 different areas of northern California. What you are seeing in this preview are the Pacific Highway and Peninsula courses. To say this is reality is to underestimate the quality of this game. Road Rash brings graphic realism and un-real racing and fighting action to an all-new level. The Pacific Highway is breathtaking! I've driven down the Mendocino coastline many times (in 'real' life) and, I swear, this IS it! And the Peninsula course gives the player a sprawling suburban nightmare, complete with spaced out pedestrians moving lethargically across the streets (OOPS! You didn't really need that foot, did you pops?). The twisted, trash or be trashed mentality (and reality) that is present in Road Rash is incredibly addictive. And, more to the point, it's an asphalt melting, pedestrian mauling, skull crushing, old lady on a walker freakin' good time.




Look for a complete review on the finished game in the August edition of the 3DO Zone. Until then, get the hell off the sidewalk, or I'll put you and your sorry tricycle into orbit. -Talko



OUT OF THIS WORLD

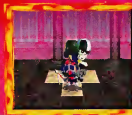
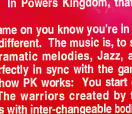
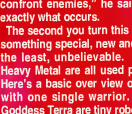
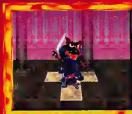
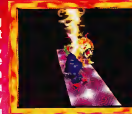
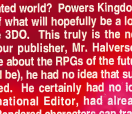
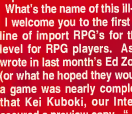
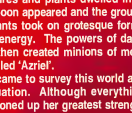
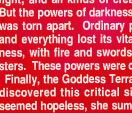





My Parabub! Out of This World, the now classic game that defined the Action/Puzzle genre, is available on 3DO—and what a game to behold! Not content to simply port over the SNES or Gegas versions of the game with a new soundtrack, etc., Interplay has given 3DO players a graphic and sonic masterpiece. The color usage and texture mapping in OOTW is breathtaking and the peerless animation found on 16-bit is even better, with the muscle of 3DO's RISC processing in tow. The story and play execution are exactly the same as the original, but the gameplay has been enhanced through better play control and quicker gameplay. Fans of OOTW and Flashback will be very pleased with the 3DO version and pleasantly surprised at just how different the game looks and FEELS. Out of This World has been a favorite in the halls of GameFan since the magazine's inception. Even old OOTW war horses, Kid Fan and Brody, couldn't wait to get the 3DO controller into their hands, and they've beaten the 16-bit versions a bazillion times. If you haven't played the other versions of this game and you are a new 3DO owner, you are in for a real treat. The gameplay is difficult and puzzling enough to keep even the best player challenged, but never to the point of frustration. And the rewards are scattered throughout the game. Out of This World is one of the best executed games of its kind and testimony to the dedication Interplay has towards designing quality games with unique and challenging (not just hand-eye, but mind challenging as well) gameplay. 3DO owners will definitely want to add this title to their libraries. Buy it and beat it...the ending will blow you away! -Talko



POWERS KINGDOM



In another world, at another time, the world was filled with light; and all kinds of creatures and plants dwelled in it. But the powers of darkness soon appeared and the ground was torn apart. Ordinary plants took on grotesque forms and everything lost its vital energy. The powers of darkness, with fire and swords, then created minions of monsters. These powers were called 'Azriel'.

Finally, the Goddess Terra came to survey this world and discovered this critical situation. Although everything seemed hopeless, she summoned up her greatest strength to try to defeat Azriel. Her only defenses were courage, hope and love.

What's the name of this ill-fated world? Powers Kingdom. I welcome you to the first of what will hopefully be a long line of import RPG's for the 3DD. This truly is the next level for RPG players. As our publisher, Mr. Halverson, wrote in last month's Ed Zone about the RPGs of the future (or what he hoped they would be), he had no idea that such a game was nearly completed. He certainly had no idea that Kei Kuboki, our International Editor, had already secured a preview copy. "...Rendered characters can travel through a realistic 3D environment and really approach and confront enemies," he said. In Powers Kingdom, that is exactly what occurs.

The second you turn this game on you know you're in for something special, new and different. The music is, to say the least, unbelievable. Dramatic melodies, Jazz, and Heavy Metal are all used perfectly in sync with the game. Here's a basic over view of how PK works: You start out with one single warrior. The warriors created by the Goddess Terra are tiny robots with inter-changeable bodies.





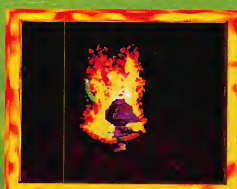
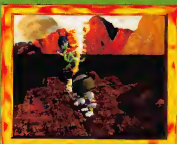
Each character can have up to 4 bodies in tow, and draw from the powers of each in battle. This gives you a broad range of attacks and healing capabilities throughout the adventure.

After you meet your first companion (a Priest with strong healing powers and a holy attack, complete with angels' voices), you enter the first area that you must rid of the hideous Azriel monsters.

Here, you will walk about in a realistic 3D environment searching for treasure chests that are marked on the map in yellow. The enemies are marked in red. As you confront these enemies, they appear through the fog. Terra then alerts you, "Danger, danger!", and your forces are assembled. Like a 3D Shining force, you choose your course of attack and then watch your warrior carry out his assignment.

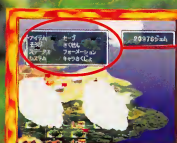
This is a thing of beauty unlike I have ever seen. Whether you use fire, lightning, shurikens or magic, it seems real, and is a sight to see. If you win the battle, all your bodies morph back into one and you're off in search of more monsters. Once you have cleared the area and searched it completely for items, you warp out. Then you either enter a shop or another area. Each area is texture mapped to perfection and the scaling is smooth and seamless. In the shops you can purchase healing herbs (for 10 credits) and other potions, weapons, etc. Each time you buy a new body you must equip it.

I have provided a simple translation to help you: Basically, save before you buy and then watch your HP, MP, etc., as you assign new weapons. They will of course rise if you have chosen correctly. As the



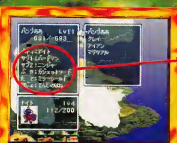
BUY
Item
Weapon
Body

SELL
Item
Weapon

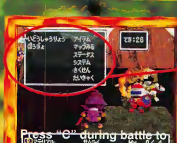


Item
Equip
Status
System

Save
Plan
Formation
Removes Character



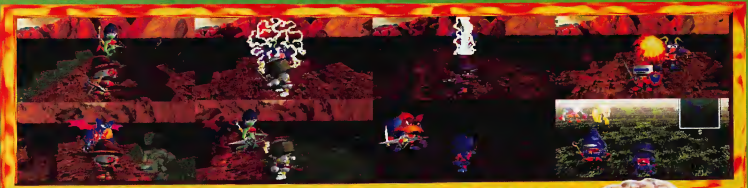
Body
Substitute 1
Substitute 2
Weapon
Shield
Substitute Weapon



End Turn
Defend

Item
View Map
Status
System
Plan
Run

Press "O" during battle to view this screen



unwritten law in Import RPG playing goes: Purchase the most expensive items and lots of healing herbs. If you blow it, load your save game and try again. The learning curve for experienced RPG players is mild at best. You'll pick it up in no time. The battle commands are equally easy to pick up. Since Micro Cabin created this game, and they don't have a US affiliate there is little hope for a US version. This should not stop you from tracking down a copy and experiencing this breakthrough RPG. There are plenty of importers out there, as you well know if you play RPGs.

With this being the first true next generation RPG, I have the highest hopes for the future. If this truly is the beginning, I cannot imagine the middle and the end. I had a memorable experience with Powers Kingdom. I grew attached to my little friends in this game and will not soon forget them. Neither will you. -E Storm



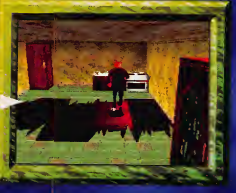
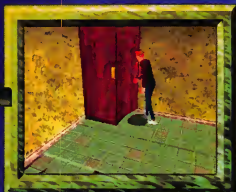
Doctor Hauzer

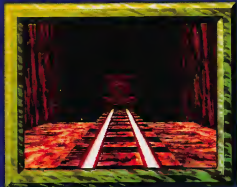
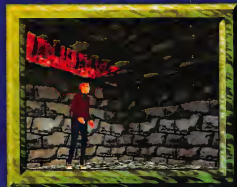
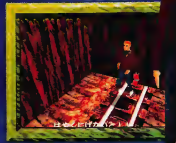
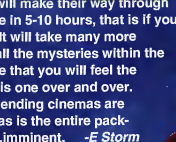
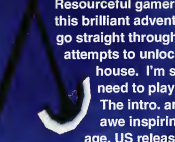
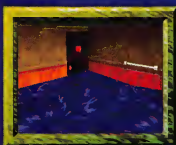
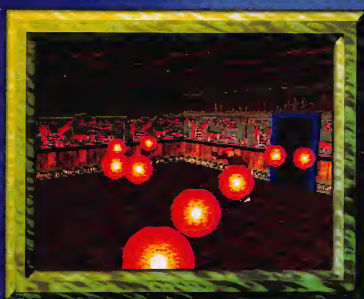
The power of the 3DO is truly beginning to shine through! Dr. Hauzer is a good example of what the next generation has in store. For months now, we've been hoping for a "virtual" RPG, and although this isn't exactly that, it is close. The engine used in Hauzer could easily support such an adventure. Dr. Hauzer is a ghost story seen through the eyes of a news paper reporter, Adams Asler, as he investigates a bazaar murder.

The environment within the game is outstanding. You can switch between a first person, behind the person, or overhead views at any time. Not only is this aesthetically pleasing, but it is a necessary play mechanic as well. As you move from room to room collecting items to either open doors or spring traps, you are in complete control. Everything is rendered on the fly. Adams can run, jump, look up and down and use a variety of weapons. When an item is in use you will actually see it in Adams' hands—something gamers have been longing for. The music throughout the entire game is excellent, setting the spooky mood perfectly.

The control is surprisingly user-friendly and precise. The first time you play Dr. Hauzer you're in such disbelief of what you are seeing that it doesn't really matter what happens. This truly is a breakthrough effort for a home console. PC users are already familiar with these brilliant spectacles; until now they were never so user-friendly (i.e., no bulky PC required).

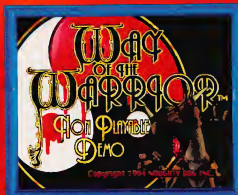
As incredible as Dr. Hauzer is, it is a short game.





Resourceful gamers will make their way through this brilliant adventure in 5-10 hours, that is if you go straight through. It will take many more attempts to unlock all the mysteries within the house. I'm sure that you will feel the need to play this one over and over. The intro. and ending cinemas are awe inspiring as is the entire package. US release...imminent. -E Storm

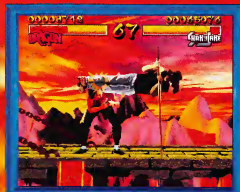
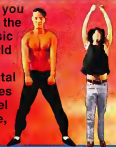




Here are two of the next batch of 3DO games coming this summer. After playing them briefly, we are very excited about both titles. *Orion Off-Road* not only looks amazing but feels absolutely perfect. As you

romp through the terrain, dropping into huge ravines and then jumping out of them, the vehicle reacts very realistically. The independent suspension really works! The music rocks and the graphics are even cleaner than those found in *Crash & Burn*. We should have a more in-depth preview on *Off-Road* next issue.

Way of the Warrior looks amazing! The digitized graphics are cleaner than *Mortal Kombat*'s and the camera zooms in & out (Art of Fighting style) throughout each match. The game features ten huge digitized characters, each with over 70 moves, including: specials, terminating moves, and level specific fatalities; two rendered 3D bosses; 14 parallaxing, zooming, panning locations with secrets galore, CD quality sound effects and a 3D surround-sound musical track.



It's the game that's been on the top of our Most Wanted list for six months, the game that stirred the media like a Mc' Donald's shake, the game that drives the Postmeister crazy, the game where a human being turns into a dragon and bites your head off; Mortal Kombat 2 is close at hand. Both versions will gush blood and gamers everywhere will lock themselves indoors until Shao Kahn falls in defeat. Buy a new set of headphones or sound proof your rooms because, this time out, both versions will be louder and meaner than before. Expect unparalleled coverage in GameFan, the only magazine that brings you ink dripping high-res pages that scream with color. Look for more MK2 coming soon.

SNES



MORTAL KOMBAT II

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SPORTS

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EA SPORTS GOES BACK IN THE BOX
WITH THEIR FOLLOW-UP TO LA RUSSA**

**MARIO ANDRETTI RACING
SUPER SIDEKICKS 2 FOR NEO GEO**

TALKO TALK...SHARKS ON ICE, I LIKE MIKE

INSTANT REPLAY...SUPER BASEBALL 2020 FOR NEO GEO



TALKO TALK

CHOMP!!! This month, we begin with those upstart San Jose Sharks and their improbable run toward the Stanley Cup. As any died-in-the-wool hockey fan will tell you, if you make the playoffs and your goalie is hot, anything can (and will) happen. Just look at the Kings last year vs. this season. It doesn't take much for the once mighty to fall or for the new kid on the block to make a good run. It was a great thing while it lasted and San Jose fans can look for even more excitement next year! Michael Jordan (re: the sultan of dink) update! As of this writing, Michael is baffling .253 in AA ball with no dingers, a few stolen bases and a major hole in his glove...should just be a matter of time before he gets that call from the big club (yeah, right...I guess he'll try pitching next). How hard can it be to throw 100 MPH fastballs and nasty breaking stuff? In other baseball news...it may still be too early, but the effects of realignment look to be staggering for major league baseball. Two division leaders under .500?? And, as Nolan Ryan recently said, the quality of major league pitching talent is on the wane as a result of expansion. In his words, any AA left-hander can make the bigs...maybe that's the answer Mike, become a southpaw! How about those Denver Nuggets and their complete dismantling of the Sonics? I've said it before...you are only as good as the point guard that brings up the ball and Gary Payton is a complete head case. As long as he runs the show, you can count on the Sonics to blow up in the playoffs. Odds makers are betting that we're looking at Knicks vs. Suns for the championship, but don't count out my dark horse pick, the Utah Jazz. They have the depth and playoff experience to challenge Phoenix and they match-up well against New York. The best moves upper management ever made were sacking Eaton and obtaining Chambers and Hornacek...those old Phoenix boys could come back and haunt their former teammates...Big time!!! Remember folks, you read it here first...the all-Talko NBA finals; Utah vs. Chicago!!! See you next month...

F1 WORLD CHAMPIONSHIP



The most dangerous of all motor sports comes to the Sega CD in all of its glory! Will you survive the circuit and make it back for another year? Will you have success going head-to-head against Andretti, Fittipaldi and the rest? Sega Sports gives you your chance to find out with one of the most impressive racing games to date: F1 World Championship. I believe that, for a sports title to reach the pinnacle of quality design, it must give the player the feeling of true role playing. If you are judging a baseball or football game, does the design team put you in the thick of the action and make you feel like you ARE Joe Montana or Ken Griffey, Jr.? In the case of F1 racing, are you in the cockpit? Do you actually simulate the entire week of racing, not just qualifying and race day? Do you race as a team, with all of the actual F1 drivers and racing teams? If you are playing F1 WC, then the answer to these questions is an unequivocal 'yes!'. Never before has such an ambitious racing project been taken on by any design team on any platform. Sega of Japan and Fuji Television have come together to produce the most realistic, exciting racing simulation to ever grace a video game screen. From the gorgeous scaling objects and detailed, authentic courses, to the extensive interaction between you, as the driver, and the rest of your team, F1 World Championship blends the best of arcade gameplay and detailed Grand Prix simula-

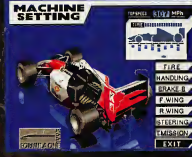
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AVAIL NOW**



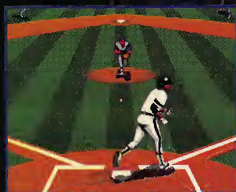


tion with a feeling of sports role playing that is beautiful to behold. It is not enough to have had success in other racing games that came before this standard bearer. F1 WC DEMANDS that you really understand the dynamics of a Formula One machine and that you know San Marino as well as the street you live on. This game requires that you LIVE it, not simply play it. Be prepared to dedicate a decent chunk of your life just to becoming competitive. It took me over three days of playing before I earned my first Constructor points (I finished in 6th place, grabbing ONE measly CP in the process!). This is not an indictment of the game, quite the contrary. The extended learning curve and tremendous control system make you appreciate the skill required to compete in F1 World Championship. For arcade racing fans, there is enough speed and graphic candy here to keep the most dedicated Sega racing fanatic glued to the game for hours at a time. Although there isn't the instant gratification built into this game that is found in Virtua Racing, the long term play value is unmatched and the graphic depiction of the F1 courses is second only to high end PC racing sim's. This title is the first on Sega CD to make COMPLETE use of the scaling and rotation capabilities of the hardware, and to present it at a frame rate that rivals most arcade racing games. The pre-release version of the game that we are reviewing here suffers from competing cars that have a case of the 'jumpsies', but Sega has assured us that the frame rate on competing vehicles would be improved in the final release. I think that the overall quality of F1 World Championship can be summed-up by analyzing vehicle control. This is the first racing game that I have played on any video game system that required the player to have a complete mastery of REAL racing techniques. The brakes are finally your friend, not a last resort for making a corner. If the road sign warns "100 MPH", take heed...fire through that turn doing 180 and you're going to be playing a little game of tag with the chicane. Lastly, if you're the type that buys a game more for its beauty than the gameplay beast that lies within, you've come to the right CD. The course graphics, signage, tunnels, buildings, trees, banners, etc., are gorgeous, and the level of detail present in some of these objects is amazing! And, speaking of detail, let me give you a great example of just how phenomenal this game is. I was racing in Monaco and it was a rainy day. Naturally, I switched to my rain tires to get a better grip on the road. Well, after a few laps, the rain stopped and I pulled into the pits to change back to regular tires. I got back onto the track and noticed, in hard turns, that my car was sliding. It had stopped raining but the track was still wet! It took a few more laps before I regained my footing...amazing! If you loved playing Virtua, F1 World Championship by Domark, Jaguar XJ220, etc., then F1 WC will be a required purchase. If these words and pictures don't convince you to purchase F1 World Championship, go to your local dealer and ask for a demonstration. You will not be disappointed!

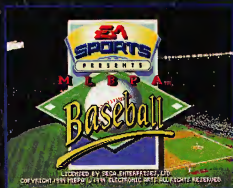
-Talko



Never before has such an ambitious racing project been taken on by any design team on any platform. Sega of Japan and Fuji Television have come together to create the most exciting racing simulation to ever grace a video game screen.



MLBPA BASEBALL



First of all, for those of you who own both the SNES and Genesis, the SNES version of MLBPA is a better, more polished product than the Genesis game reviewed here. This is not to say that the Genesis MLBPA is a bad game, quite the contrary. MLBPA Baseball is a good game of arcade baseball that has some rough edges. In fact, it reminds me of Sony's ESPN Baseball in that it is a strong concept that needs a little more attention to detail and care in the execution of the game's play mechanics. Graphically, the game is similar to its Nintendo cousin, with large character graphics and a pseudo-3D presentation that switches to a 3/4 view in the play field. Actually, the Genesis game remains in 3D mode longer than the SNES title. So long, in fact, that it makes you question why there is the 3/4 view at all—the game is completely playable in 3D. And, like the SNES version, MLBPA Baseball is obviously modeled after SNK's Baseball Stars 2 for the Neo Geo. Character animation is good, though not up to the standards of the SNES game. The sound effects are excellent, with crowd cheering and booing that reminds me of the interactive crowd in NHL Hockey. The pitching and hitting mechanics are the standard in-out and timing made popular in the days of 8-bit. It is not particularly unique, but it is one of the best implementations of this

**EA SPORTS
BASEBALL
2 PLAYER
16 MEG
AVAIL NOW**





play style to date. Where the game falls down is in the fielding. While you are in the 3D mode, it is simple enough. But, when in the 3/4 view, you quickly lose your sense of reality as fielding becomes a matter of moving your player cursor toward the ball cursor in the overhead map. The irritating part is that the movement is VERY slow and the cursor system is not very accurate. You position yourself right over the target in 3D mode and then, when the game switches to 3/4 view, you are about five feet from making the play! This is extremely frustrating. Also, your teammates are very conservative and it is common for throws to the plate, that should have a good chance of cutting down the runner, to be cut-off by an infielder—allowing the runner to score. EA Sports has built an excellent reputation for producing the highest quality sports simulations, but they seem to be having a little trouble with baseball. In MLBPA, the catcher moves only on foul balls, runners take an inordinate amount of time making it to first base, but the same runners have no trouble stealing second. The fielders seem to switch hands at will! One moment, your second baseman is left-handed and the next moment he is throwing with his right. In addition, the pitcher will cut-off your second basemen's throw to first (I have no idea why he is in the area of play!), the baseball is sometimes the size of a medicine ball and every pitcher in both leagues has a 100+ MPH fast ball!



Now for the simulation side of things...Thanks to EA's "save without a battery" feature, you can play an entire season without having to record passwords. But, the game does not save statistics. In fact, it doesn't even track the stats during the game, nor does it give you a box score at the end of the game. Also, the game does not reflect Major League Baseball's division realignment. These are serious omissions for anyone who is more than a casual baseball fan! On the positive side, MLBPA Baseball's computer opponents will give you a tough challenge for the pennant, wind has an effect on fly balls (a small lesson in physics that other baseball game publishers might take heed to) and you can manage your team's defensive alignment.



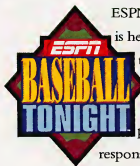
In spite of the negatives, I enjoy playing MLBPA Baseball. The SNES version is a better game and it is not in a league with World Series Baseball, but it is still a fun play and it features the best home run sequences in the game (video that is!). A few more months in the ol' design studio and this game would have given World Series a run for its money. Oh well, like the game itself, there's always next year. -Talko



EA Sports has built an excellent reputation for producing the highest quality sports simulations, but they seem to be having a little trouble with baseball.



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With unprecedented player control, super-responsive "touch," and Chris

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DAN PATRICK CALLS THE PLAY-BY-PLAY.



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it is—it's got ESPN's name on it. So if you've been playing those other

baseball games, put them away. You've had enough practice.



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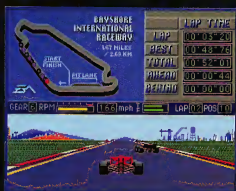
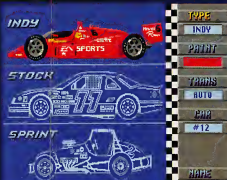


GRID POSITION		
JIM SKINNER	-	00:15:17"
RICKEY BELL JR	-	00:15:28"
THERESA OIKON	-	00:15:51"
BILLY KATT	-	00:15:56"
JEFF ARBAS	-	00:16:11"
JACK NIBLE	-	00:26:25"
HARVEY RHODES	-	00:26:49"
JOHNNY BYLER	-	00:27:03"
JOE CARUSO	-	00:27:48"
PLAYER 1	-	00:28:00"

ANDRETTI RACING



TEAM LEADER
DON DAGLOW



Get ready race fans, it's time to start your controllers! EA Sports is about to release their third driving game, "Mario Andretti Racing." Following on the heels of Lotus I and II, Andretti Racing offers a unique racing experience not found in any other previous cartridge based game. The option list is lengthy, and there are over a dozen different courses—all related to the race circuit you have chosen (i.e. sprint, stock, or Indy).

One of the more notable features is the "Career Mode," where you chart your progress while you work your way toward the status of Mario himself. Andretti Racing has just about every feature you could ask for, except for a battery to save your career, stats, etc. This is accomplished with the video game equivalent to the auto industry's passive seat belt restraint system—the "password save" feature. Hopefully, like automatic seat belts, this feature will someday be obsolete!

Well, to get "back on track" (I hope you're appreciating these auto metaphors!), the list of options is extensive. There is one- or two-player mode, with two player mode being split 50/50. Before each practice race begins, you can choose: 1) skill level—rookie or pro; 2) driver view—nose cam or chase cam; 3) race circuit; 4) your car color; 5) your car number;

6) auto or manual transmission; 7) desired race track; and more! I love the colors—the race cars look like they've just been waxed! Once you pick your desired play mechanics, you better be able to: a) slide; b) rumble; or, c) maneuver your way around the different courses.

EA SPORTS
RACING
2 PLAYER
8 MEG
AVAIL. NOW





If you chose b), the stock car circuit (and my personal favorite), you will be treated to the rumblin', stumblin', bumblin' of the good ol' boys and their 200 mph marvels! Flying around the oval tracks in these mean machines is a treat, and the ability to pass on the straight-aways and hold your position through the corners is an acquired skill, believe me! One tip: 'draft' off of the racer in front of you. This will create less drag on your vehicle and give you more speed with which to catch and pass that driver! Fantastic!

In addition to all the formats and options listed above, Andretti Racing also gives the one-player mode "Virtua Racing"-like feel with four different views available to the driver on a split screen. These are the rear view, competitors' view, map view, and full screen shot. Changing from view to view is as simple as flicking the c) button.

Before I get hauled off to the funny farm (where most of the review crew reside), I should make it clear that this is by no means "Virtua Racing" or anything resembling the hit arcade (soon to be hit cartridge) game. This is not a knock on Mario, but they are two very distinct games—almost like Role-Playing games vs. Action/Platform games. My first impression of this cart was that of a slightly souped-up "Pole Position" on the 7800, and a bit like the Epyx title "Pit Stop" on the Colecovision—but a bit more generic. However, after spending a lot of time behind the control pad (there he goes again), I can appreciate Mario for what it is and not discount it for what it isn't. Like the previously mentioned Lotus games, I don't think EA is trying to deliver a knockout punch to the racing game genre. Rather, I think they're trying to deliver something that the genre may have been lacking. In this sense, I think they've succeeded. Hopefully enough gamers who live for racing games will agree and give Mario a shot. *-Dr. E (written in memory of Ayrton Senna)*



I don't think EA is trying to deliver a knock-out punch to the racing game genre, but rather deliver something that may have been lacking from that category of games.



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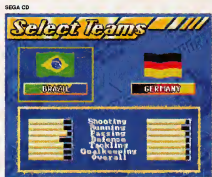
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number one sport in the world.

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past the
goalie's reach and into the
net by England.

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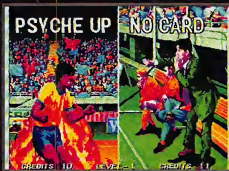
You get all the moves of
the international greats.
Like a sliding tackle so real, it'll knock you off your feet.



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SUPER SIDEKICKS 2



One of the biggest U.S. sporting events of the year will undoubtedly be the 1994 World Cup. Many sports fans are thinking that this major event will spark an overwhelming level of interest and acceptance of soccer in America. In many countries around the world, soccer is a massively popular and rabidly followed team sport. From far reaching places such as Brazil, Spain, Japan or Africa, the game of soccer <<or football, is it is known outside of the U.S.>> has obtained the envious title of being the most popular team sport, worldwide. This fact makes soccer's lack of popularity in this country all the more puzzling. Luckily for the American fans of the sport, the World Cup tournament will take place in several large U.S. cities this year. Since we live in a capitalist society, prepare yourself to be bombarded by plenty of World Cup paraphernalia. T-shirts, soccer balls, banners, posters, skivvies, anything that can have a World Cup label, or can be associated with the World Cup tournament in any way, will surely be greatly exploited this summer. Since video game developers are well schooled in the exploitation department, an overabundance of soccer games (good and not so good) are a result of the interest shown in the World Cup tournament. World Championship Soccer, Soccer Shoot-out, FIFA Soccer, etc. were among the soccer games previously covered by Dr. E and me in GameFan Sports, and I had the opportunity to give our readers an in-depth look inside Capcom's Megaman Soccer for the SNES. K.Lee now turns his attention to the latest (and perhaps greatest) soccer game to hit the offices of GameFan.

SNK
SOCCER
2 PLAYER
100+ MEG
AVAIL JULY

SNK's Super Sidekicks 2 is making its debut on the Neo-Geo and it turned out to be, unexpectedly, an outstanding piece of software indeed. Before we get too involved in the content of Super Sidekicks 2, there are a few observations and opinions that I would like to take the opportunity to voice at this time. In my mind, SNK is the most impressive, non-Sega or Nintendo hardware and software developer on the planet. That may, at first, seem like a backhanded compliment, but I assure you that the talented men and women at SNK are held in the highest regard.





They launched the Neo Geo console in 1990 (4 years is now considered an eternity in the video game industry) and, to this very day, many enthusiasts still consider the Geo to be one of the most advanced and highly desired pieces of hardware out there. The arcade Neo Geo was widely criticized from its inception. Many pundits lead us to believe that having identical coin-op and home versions of a game would sacrifice the potential of the arcade game. Conversely, these boneheads assumed the home user would see no reason to buy a game they could play for a quarter, months before it surfaced on the home console. Well, it now seems as though Sega, Sony and Nintendo will have home and arcade versions, of their next generation hardware...sound familiar? Can you say, "way ahead of their time?" Surely these "experts" lack the intestinal fortitude to choose the choices made by these three massive corporations. Then there's also the Neo-Geo software to consider. The SNK programmers have made great strides toward the goal of software excellence. I'm sure many people, including myself, remember the old days when you could wait through your brand new, \$200 game in under an hour. In many instances, the gameplay, replayability, graphics and sound in these early games left much to be desired, especially considering the monetary investment they demanded. How times have changed. Few would question the quality of recent SNK games. Fatal Fury 2 and Fatal Fury 2 Special are fantastic fighting games, Top Hunter looks like it may set a new standard for action games and Samurai Shodown is considered to be one of the best games of all time. Now comes Super Sidekicks 2. To me, soccer games are about as intriguing as a toe cheese seminar, but that's beside the point. Not only is SSK2 a great soccer game, it's a great game...period.



So, what's so great about SSK2? I bet you wondered when I would finally get around to talking about the game, didn't you...well here goes nada! The game uses only the A, B and C buttons. On offense, you shoot or do a low pass with A, high pass with B and short kick with C. If you tap the A or B buttons, you will do a short pass and, if you hold them down longer, you will do a long pass. While on defense, you can slide with A, tackle or throw with B and select a different player with C. You can choose your favorite team from 6 different areas of the world, each with 8 teams, for a total of 48 countries. Then, you select which aspect of your team you would like to power up (offense, defense, speed, it's up to you). Now you flip the coin and you play the game. The first thing to stand out in the 16-meg SSK2 is the gameplay. Not only is the control great, but it's an easy game to learn and insanely fun to play. All the players seem to have different abilities and personalities. In fact, the game itself has plenty of personality.



The crowd cheers, chants and sings. Players grab you and throw you to the ground. A long the way, players get tired, you can do windmills, head butts, kick the ref. with the ball, etc. It's all quite awesome. The sound of the players sliding on the grass or kicking the ball is very realistic. SSK2 scales and line scrolls so seamlessly that, at times, it's difficult to sense that it is doing so. The graphics are nice, with a slightly digitized effect on the smoothly animated players. Add in great voice, cool cinematics and awesome first person goal kicks, and you've got the best soccer game I have ever laid eyes on. This is proof positive that SNK has learned something that the editors at GameFan have known all along: A great system is determined mostly by the quality of its software, not its hardware. Will Nintendo, Sony and Sega strengthen the next generation of the video game industry with quality games to back up their next generation game systems? We shall see...-K.Lee



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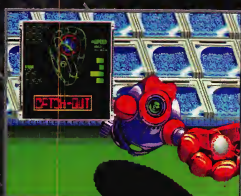
INSTANT REPLAY

SUPER BASEBALL 2020

SNK
BASEBALL
2 PLAYER
46 MEG
AVAIL NOW

Last month, Instant Replay focused on SNK's first baseball game on the Neo Geo, *Baseball Stars Professional*. This month we review the second game in the Neo Geo baseball trilogy, *Super Baseball 2020*. In the interest of giving you an idea of what this game has meant to me, let me give you a little background story.

In the summer of '92, I first saw 2020 in a Straw Hat Pizza, in Pleasanton, CA. I was completely blown away—the color, animation and gameplay drew me in immediately. At that time, the best arcade baseball game was Sega's *Clutch Hitter*. After 2020 hit the arcades, the crowd around CH quickly became a graveyard. I was in pain waiting for the home version of the game. I even called SNK's arcade division in San Jose, CA to see if there was any way that I could buy an arcade board and convert it to work on my home system. Nope! AARGH!!! At last, the day came. *Crossed Swords* and *Super Baseball 2020* hit EB. I played and played and played...absolute perfection! If there is a term for the gameplay in 2020, it would be "arena baseball". The beauty of 2020 really lies in the bending of the rules. With limited foul areas and an interactive stadium where the ball is always in play, the game becomes much more exciting. Add to this the ability to power-up your pitchers, hitters and runners, and the gameplay becomes super-charged. In addition, the satisfaction you feel when you park one to center (for those of you who have never played the game, this is the only area of the stadium where you can hit a traditional home run) is as if you had hit a "real" home run. I have owned 2020 for almost two years now and I keep going back to the game. We often talk about SNK's prowess in fighting games, but I think the same can be said for their incredible line of baseball products. Next month, it's the king of the hill, A#1, top of the list...*Baseball Stars 2: the arcade baseball game by which all others are judged!* -Talko



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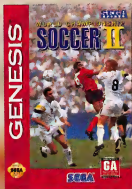


Instant replay confirms it. The Brazilian forward just fired the game winning goal.

SEGA
SPORTS



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HANDS ON PORTABLES

COLOR PIC

VIRGIN • 4MEG • ACTION • 1 PLAYER • NOW • HANDS ON HARRY SAYS:

JUNGLE BOOK COUGHS UP 8 FUR BALLS!

MEG TEAM



WALT Disney's CLASSIC The Jungle Book

Lately, Sega has immediately ported almost every hit Genesis game over to our little buddy, the Game Gear. Let's face it: No one is better at supporting a hand-held than Sega. A high percentage of the games take full advantage of the now dated 8-bit hardware. *Jungle Book* is one of them.

As you can see, this is one of the most colorful Game Gear games in recent memory. It plays just as well as it looks. Although the animation isn't quite up to Genesis standards, it is among the best in the GG action category. The music, though TM GG "jingly", is palatable. And yes, it adheres to the original score as well as can be expected. *Jungle Book* offers a Disney cartoon experience in a pint sized package, and that is what hand-held gaming is all about. It's nice to know that our little travel companion has both Sega's and their third-parties full support. -HOH





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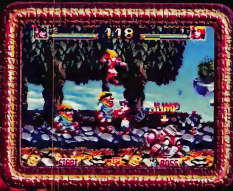
QUARTER

CRUNCHERS

TOP HUNTER

RODDY & CATHY

For some time now, SNK's Neo-Geo system. Why is this so? Oh, I don't know, maybe it's because SNK and its licensees are out for the quick buck, and one-on-one fighting games have been, up to now, the fastest way of producing the green stuff. Unfortunately, the enthusiast gamers, who supported the system when it was still struggling to carve out a niche for itself, have been left out in the cold. "Please!" they cried, "make something else for us, an action game, racing game, shooting game, RPG, puzzle game, Pachinko game, anything!!" Well guys, our prayers have been answered. SNK has taken time out of their busy schedule to make us Top Hunter, a 110 meg, 2 player co-operative, side scrolling action game. This game has been in development for the past 18 months and, hopefully, signals the start of a new trend at SNK. Top Hunter consists of five primary levels, each divided into two sub-levels, plus bonus levels in each. You can choose from either Roddy or Cathy, two bounty hunters with articulating arms that are out to make sure justice is served throughout the land. In the first four levels, you can select the order in which you would like to play those levels (forest, ice, wind or fire). The levels are actually structured on two different planes (background and foreground), similar to Fatal Fury 2. In order to jump back and forth in the levels, press the C button. The B button is for vertical jumps





and the A button is the attack button, used for things like grabs, throws, punches, kicks, special moves, etc. One of the best things about TH is the different attacks and special moves your character can perform. When you hold down the A button, you extend your arm to grab items or enemies. There are also hidden, SF2 type moves in TH (100 hand slap, wind kick, dragon punch, fireballs and more). One of the main attractions of Top Hunter is the graphics. These are some of the most detailed and beautiful graphics ever seen on the Neo-Geo. From the lush jungle-like environment of the forest level to the swirling inferno of the fire level, all the visuals look as if they were designed just to impress the person playing it, and that is often the case. You will go through each level-pummeling enemies, grabbing suspended chains which release items, (jewels, extra time, power ups, bombs, etc.) working your way up to each boss. The most miraculous thing about this action game is that it is even being played on a Neo-Geo to begin with. All I can say is I hope this signals a change at SNK. With all the 32 and 64-bit beasts lurking in the near future, SNK and their licensees had best release more than just fighting games. If not, they may be the ones down for the count.

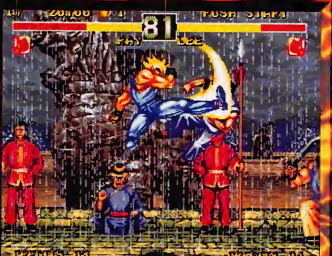
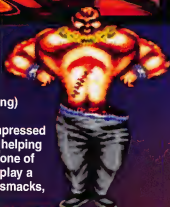
- K.LEE



KARNOV'S REVENGE

The mysterious fighter, Mr. Karnov, sponsored an underground match to beat the greatest fighter in the world. After being defeated decisively in previous battles, Karnov has been burning the flame of humiliation. For revenge, he sent an invitation to the 9 fighters in the last match, and to 2 new participants. They are now gathering for this new tournament, each having trained long and hard for one year. This will surely give much excitement to the mysterious fight with Mr. Karnov. Who will be able to taste the glorious wine of victory? Only the strongest fighter will remain. Welcome to Karnov's Revenge, the latest in a long, long lineup of one-on-one fighting games for the Neo-Geo. Previously known as Fighters History Dynamite, the 12-meg Karnov's Revenge is Data East's follow-up to last year's controversial arcade game, Fighters History. One of the reasons for the controversy surrounding Fighters History was the game's similarity to Street Fighter II. Apparently FH was a bit too similar to SFII for Capcom. Lawsuits, counter lawsuits, foul language and plenty of mud were slung (and continue to sling) between these two Japanese giants. The soap opera is long and lewd, believe me.

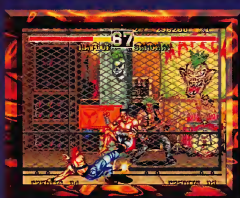
I digress, I'm supposed to tell you about this new Fighters History game, so on with the show. What impressed me about KR were its playability and control. The special moves and combos were very easy to execute, helping me feel more in control of my character. The sound FX are another highlight. As you may already know, one of the most important aspects and lasting impressions of any game are the audible ones. Nobody wants to play a fighting game with tinny-sounding punches and kicks. Karnov's Revenge gives you big, beefy sounding smacks,





crashes and cracks. Although I would have preferred better music, it fit the setting of each level adequately. The graphics and animation in KR are above average. The characters are big and move smoothly, the levels are colorful and detailed, and the floor line-scrolls nicely. The result of all this is a good game that suffers from "me-too-itis". There just isn't anything groundbreaking or hugely original about Karnov's Revenge. Sadly, the same can be said about most of the fighting games I come across these days. Is the fighting game genre dying? Well, I do know this: Even the very elite fighting games such as Super Street Fighter 2 Turbo and Mortal Kombat II are not the blockbusters they once were (just ask any arcade operator). If the fighting game genre is to be spared an early death, a new game must arise that will bring back the Killer Instinct in us all.

-K.LEE



JAPAN NOW!



Virtua Fighters (30% complete version)

It looks like we may experience the greatest 4th quarter in gaming history! At the Tokyo Toy Show this June, showgoers will get the privilege of seeing the introduction of Sega's Saturn, Sony's PlayStation (PS-X), NEC's FX and more. It is New Hardware Heaven in Japan! Let me bring you up to speed on some of the information I've acquired up to this point.

Sega:

Here are some actual Saturn shots of **Virtua Fighter**. Although the game itself is about 60% done, these are pictures of a 30% version. A person from the VF development team told me the Saturn version might even blow away the actual arcade version! I cannot wait to see this game in action!

I also obtained some exclusive Sega info. before I left for Japan. Here are some of the Saturn titles Sega will be showing at the TTS! They are... Clockwork Knight (ACT), Shin Yumemiyakata no Densetsu (A sequel to **Dream House**), **Virtua Fighter** (ACT/FTG), Victory Goal (SPT), Daytona U.S.A. (RAC), **Shinobi EX** (ACT), Chinese Detective (ADV), Rambo (ADV), Sim City 2000, (SLG), Dydaross (SHT), Pantzer Dragon (SHT), Pebble Beach (SPT), Greatest Nine (SPT), Gail Racer (aka Rad Mobile-RAC), Blue Seed (RPG), and The Pin Ball (TBL). I may have screen shots of these games in Japan Now's last minute info. section.

Sega Enterprises has decided to release the Genesis **Super 32X** in Japan as well. Some of the games are completed and these titles will also be at TTS. Metal Head, Balette Fighter, VR Deluxe, Super After Burner, The Ultimate Fighting, Super Motocross, and Star Wars: the Arcade Game. There should be few CD titles as well. For more information, read this month's "Other Stuff".

Treasure, one of our favorite software companies, has done it again. Ever wonder what would happen if the people who developed Gunstar Heroes programmed an action/fighting game? Well here it is! This game, "**Yu yu hakusho**", is based on a popular animation TV show in Japan. When translated into English, this title's called "Ghost Hunter Story". One of the most incredible features about this game is you can play up to 4 people simultaneously.



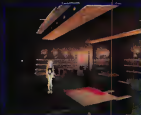
Virtua Fighters (30% complete version)

Nintendo:

I think most of our readers are interested in Project Reality. Since Nintendo of America is working on this project, it is a little difficult to get any information on the 64-bit system in Japan. What I have been hearing from Japan, is information on Nintendo's 32-bit system. As I said last month, there are a few projects that are currently in development at Nintendo of Japan. I mainly talked about the SFC attachment last month, but there are now rumors about other upcoming Nintendo products. One of these new products is a brand new machine targeted towards new (for Nintendo) media applications (it is not a game machine). This machine is similar to the Apple Newton. It is a handheld system with a high resolution screen. I doubt if Nintendo would develop anything other than a video game system, but one of the Japanese newspapers had an interview with a representative from Nintendo and he is quoted saying Nintendo is thinking about launching a system that delves into brand new media. This system will have a screen that simulates a 3D effect (similar to a hologram) without special glasses. Also, there is another rumor that they are making an actual Color Game Boy with its own screen in addition to the new Super Gameboy peripheral.

Sony Computer Entertainment (SCE):

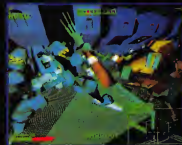
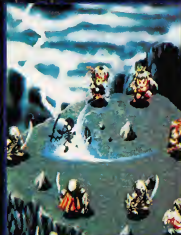
Please, take a few moments and study these **mind blowing screen shots**. We finally have the honor of presenting our readers some official screen shots of the PS-X. This new hardware is called the "**Sony Play Station**". These are pictures of a mock-up Play Station and Sony is still considering what they want to use for outside ports (AV, SVHS, etc.). At the presentation, held on May 10, 1994, Sony announced 108 third party developers. On top of this, there are 56 more developers that have not yet been announced. Here is a list of the 108 developers and some of the titles that have been announced...



Coming to JNN next month, NEC's FX.

Treasure's new fighting game Yu yu hakusho

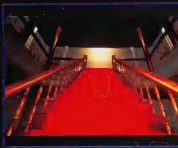
Art Dink, Ascii, Ask, Asmic, Atlas, Atorie Duvel, Amuse, Amkas, A Wave, Bandai, Bandit, Banpresto, Bing, Bisco, Bic, Capcom, Claudia, Coconuts, Create, Data West, Data Works, Epoc, EA Victor, Fill In Caffe, Four Tow Tow, From Software, Funari, Guynax, Grams, Go Soft, Ge-Ten, Genki, Harvest One, Human, I.S.C, I.T.C, I-Max, Imaginia, Insider, Intech, Jaleco, Japan Art Media, Japan, Japan System Supply, Japan N.C.S, Japan Telenet, Jordan, King Records, Kogado Studio, Kotobuki System, Konami, M.D.P, Micro Ace, Micro Net, Map Japan, Manoa, Maho, Media Entertainment, Media Ring, Melduc, Namco, Nichibutsu, New, Neolex, Nova, Tokai, Orashion, Pac in Video, Panther Software, Proceed Uni, Profire, Pony Canyon, Polygram, Right Stuff, Ritto Music, River Hill Soft, Rainbow Japan, S.B.S, Sammy, Sanel, Sunsoft, Shanor, Shogakukan, Stling, Stage Instruments, Save Development, Sony Music Entertainment, Sofel, Success, 3D, Taito, Takara, Tam Soft, Tecno Japan, Tecno Soft, Tecmo, Tenkey, Tengen, Tokyo Shobo, Toho, Tohoku Shinbun, Toei System, Top Line, Torny, Virgin



Art Dink Ascii Asmic Amkas Virgin Games	A. IV Shogi, Go, Derby Starion Castle of Carlostro 1950 American Dreams 7th Guest: The 11th Hour, Demolition Man, Indycar Racing Peter and the Wolf, Nut Cracker Doll, Princess Maker 3 PS-X Pachio-kun, Pachislo, Casino Special, Soccer Special Gokujo Parodious, Powerful Pro Baseball '96 Zero Divide Raiden Sofel fantasia Hot Blooded Family Race Drivin', Tama Blackout Ridge Racer, Cyber Sled, Star Blade Alpha Dead Heat Road	New Neo Rex Panther Soft Human From Soft Pony Canyon Polygram Right Stuff Rainbow Japan SCE	PS-X Boxing Cosmic Race Hamlet Formation Soccer Cristal Dragon Metal Jacket Twin Goddess Blue Forest Story Tokyo/2020 ORA-194, Poporo Croys Story, Ganbare Morikawa kun, Poly Poly Circus Grand Prix, Red Prasm, V-Zone, Fujimaru, Arc the Rad.
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INN UPDATE: THE TOKYO TOY SHOW: SATURN!



DREAM HOUSE

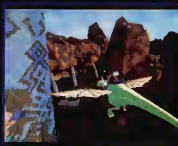


DAYTONA (ACTUAL SATURN SHOT)

SHINOBI EX



CLOCKWORK KNIGHT



PANZER DRAGON

GREATEST NINE



Hello, E Storm here, I just got off the phone with Kei and here is his final (until next month) comments from the Tokyo Toy Show. He said that Daytona for the Saturn was 100% exact, and he got to play Clockwork Knight and says it is so amazing that he can never describe it over the phone. "The Saturn is unbelievable. Our little buddy was very excited and believe me, it takes a lot to get Kei excited. Panzer Dragoon looked equally impressive. Virtua Fighters, looked incredibly smooth for being only 30% complete. Only a fraction of the polygons are in. Kei is sure that it will be better than the coin-op. There was a Saturn RPG at the show (Blue Seed) that looks like a real animated movie that you control, I raved about this game as well. The NEC FX also showed promise

and the 32X is a serious 32 bit system. The Neo Geo CD is basically an audio upgrade but the games are now between fifty and ninety dollars each! Kei will have a full report in next month's Japan Now. We now have two hours to close this issue. We went down to the wire to bring you these exclusive shots from the Tokyo Toy Show, enjoy them!

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This Classic Naval Warfare Game Screams on Sega Genesis™ and Super NES®!

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BY
THE RIPPER

EUROPE!

Hi everyone, what's happening? I suppose that's the question I should be answering. This month, the answer is, "Not a lot," to be perfectly honest. In the States, everyone is preparing for the CES at the moment and no new games are being rolled out until then.

Of course, I managed to get a good look at a few things. First off, some hardware news. A source close to Nintendo in the UK was told that the CPU for Project Reality only costs \$15 and has been assigned by a UK company. Also, you know that 32-bit VR machine they're now talking about? Well, it's the same style as the Mega Drive 32. Argonaut's involvement is still unconfirmed, albeit highly likely.

The first announced third party for the Project Reality development, Rare, is hard at work on Killer Instinct in coin-op format. All I've heard is that it already outclasses Virtua Fighters in the polygon count. No surprises there. Then...

The other UK Project Reality link is DMA Design who is the other company committed to Nintendo's new system. For a taste of DMA's more recent work, check out Lemmings 2 on the SNES. Walker, a violent robot shoot-'em-up on the Amiga, is their finest hour to date, though. Let's hope we don't get Project Reality Lemmings first, eh?

Sega Europe has announced they are gearing up for Mars and Saturn by establishing a division of 30 developers working solely on the new 32-bit hardware. The London development headquarters will create some of the first games for both systems which should appear before the end of the year.

Ocean has a load of new stuff for the SNES and Mega Drive, including: Jurassic Park 2—a horizontal scroller; Green Lantern—for both the SNES and Mega Drive. Currently, Green Lantern looks good. It's got great animation and some original gameplay features that fans of the comic will no doubt appreciate. The Shadow is at an earlier stage of development, so currently we only have screens of sprite design to show you.

There are many great developers in the UK, but few are as talented or as well respected as Bullfrog Productions in Guildford, Surrey. The producers of Populous have always created highly original software, but its type is for the 16-bit consoles. Syndicate—which takes place in a futuristic lawless society where opposing criminal syndicates fight it out for control of the other game (except perhaps Cannon Fodder)—manages to perfectly blend gung-ho style shoot-'em-up action with great strategic overtones. With 50 individual missions, this is one challenging and brilliant game. In fact, it was the winner of the Amiga Game of the Year last year.

Bullfrog's other long-awaited projects include: the fantastic Sim-City style Theme Park for the 3DO, which is almost ready; and Magic Carpet—a game so stunning that it should sell 3DOs.

Other games due to appear soon are: Second Samurai from Vivid Image, which has made its way over from the Amiga—definitely one for Ninja Spirits fans to get excited about; and Cannon Fodder, which is finally making its way onto the Jaguar. For those who haven't a clue about Cannon Fodder, it's the singular best shoot-'em-up that appeared on the Amiga last year. (It won loads of awards.) It's designed by Sensible Software, who are probably the greatest group of UK coders around at the moment. And it's bloody brilliant fun, as well as being painfully challenging. Basically, it's a multi-directional Ikari Warriors-style shoot-'em-up with dozens of levels and loads of gameplay depth. Strategy plays a role too. On the Jag, The Dome (Puggsy) is including more colors, more blood-curdling screams and none of the censored blood that the SNES version will suffer from. Destined to be a classic. Keep and eye out for it.

Another UK-developed game making waves is Elite's Super FX game, Powerslide. Rather than making a Stunt



CANNON FODDER (JAG)



LEMMINGS 2 (SNES)



POWER SLIDE (SNES)



SYNDICATE (MD)

Race FX-style racing game, Elite is concentrating on producing the most realistic driving simulation available. The Super FXII kicks out a reasonable number of polygons too, and lets you drive wherever you fancy—a bit like the Jag's Club Drive. From what I've seen, though, it looks like it might give Atari's 64-bit polygon shifter a run for its money. A split screen mode will be included too.

More news...Lemmings 2 is on its way to the SNES, using the mouse as on the Amiga...Alone in the Dark will be arriving on 3DO courtesy of Interplay and the utterly brilliant sequel (which leaves Doctor Hauzer in the dust) will be hot on its heels. Another classic for Trip's machine...

That's all folks, until next month, See yer..



ALONE IN THE DARK 2 (3DO)

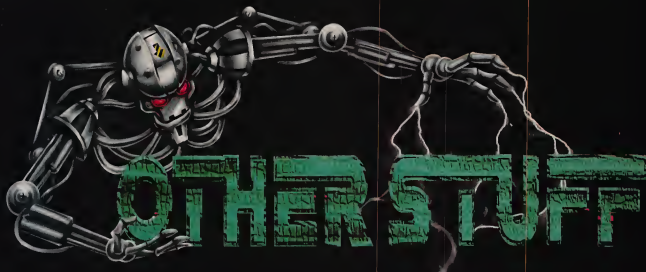


THE SHADOW (SNES)

2ND SAMURI (MCD)



GREEN LANTERN (SNES/MD)



Welcome to the number one video game information section in the world, Other Stuff. This month, we will start off with some Summer CES news... Sega unfortunately will not be attending the summer CES this June (due to their retail show in Orlando, Florida), but Nintendo will, and they will be showing some product that is said to be incredible. In last month's Other Stuff, we mentioned there would be a total of six games shown by Nintendo at the CES. This has now changed; Star Fox 2 and the 24 Meg SFX action game will be shown at the 1995 Winter CES in January, not in June as previously announced. We have learned the official titles of the games Nintendo will be showing at the Chicago CES. The first is Tetris 2 (yawn). The second, and much more interesting one, is **Super Punch Out**. This new version of Punch Out is said to have characters that fill the entire screen, 256 colors and ultra-smooth character animation. SPO is 16 Meg and is set for an October release. The next game is Tin Star, a brand new Super Scope game. Not much is known about this game, but our sources say this is the best Super Scope game they have seen yet. Stunt Race FX will be the only FX game Nintendo will be showing. However, there are two games in particular that Nintendo will be counting on to bring strong sales this Xmas and put the big "N" back into the number one spot. They are: **Unl-Racer** and **Donkey Kong Country**. Unl-racer is a two player unicycle racing game and Donkey Kong Country is an action game. What makes these games so special, is they feature **100% Silicon Graphics**. Both games were developed on Silicon Graphics workstation computers in the U.K. These games are said to feature a whopping 6,000 separate character animation frames. The result is 3D effects that are unprecedented on 16-bit. The 200 level Donkey Kong Country is said to be a 300+ Meg game compressed to 32 Meg. It remains to be seen whether or not life can really be this good. Nintendo will be showing off their 64-bit Project Reality hardware in a private suite by invitation only. While there, privileged attendees will see 2 PR games and prototype versions of the actual hardware (no more, \$100,000+, Silicon Graphics Onyx workstations showing demos of SGI software). The 2 PR games Nintendo will be demonstrating are a fighting game called Killer Instinct and an unnamed racing game under the Bally/Midway label. Killer Instinct is said to be the most realistic and sophisticated fighting game ever created, and the racing game is claimed to be superior to Sega's mind blowing coin-op game, Daytona U.S.A. We have also learned that, as good as these 2 arcade PR games may be, the hardware they are running on will actually be slightly inferior to the home PR hardware. The reason for this is the first wave of PR games (due in arcades this October), were developed on the preliminary PR operating system. Since the finalized (and improved) PR chipsets and development systems are not due out until September, the improved PR software won't debut until 1995. Nintendo won't be showing their 32-bit VR hardware until their new software show in November. For more information on the 32-bit Nintendo, see "Japan Now". Finally, we reported last month that **Enix** may be developing Sega titles in the future. We are sorry to report that our contact was mistaken. Enix has no plans to develop for Sega.

In **SEGA news...**Sega's new 32-bit Genesis peripheral, the **Genesis 32X**, is coming this fall. The street date is November 7th, 1994 to be exact. The first wave of Genesis Super 32X titles from SEGA are as follows; Super Space Harrier, Super After Burner, Super Moto-Cross, Star Wars: The Arcade Game, Virtua Racing Plus, and Virtua Fighters (for other news and game info., check out pg. 60). Virtua Fighters is an arcade translation, not a direct port (you know it will be awesome). While most of these titles are still in development, some details may change. As soon as we obtain additional information concerning these games, we will let you know. Kel's in Japan right now getting the lowdown. 3rd party Super 32X development is well under way as well. They include: **Clay Fighters 2** and **Vikings 2** by Interplay, Virgin will be releasing **Cool Spot 3** and a new Basketball game, Sunsoft is developing **Aero the Acrobat** and **Justice League** (a one-on-one fighting game), and last, but certainly not least, is Acclaim, who may be releasing **Alien Trilogy**, **Batman Forever** and, get this, **Mortal Kombat 2**. MK2 is supposedly under development for the 32X and could be appearing this Christmas, around the same time the 32X is released. The 32-bit Saturn is on the horizon and some 3rd party developers in America are already hard at work on Saturn projects. Nova Logic (the programmers of Comanche: Maximum Overkill for the PC) are developing a helicopter flight simulation for the Saturn. Check out this month's Japan Now for additional information on Saturn hardware and software.

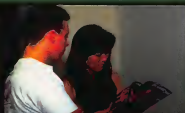
Now, we move on to **SONY**...As you have probably seen and read in our Japan Now section, the **Play Station (PS-X)** will be released this Christmas in Japan, around the 1st or 2nd week in December. The Play Station will retail for about 45,000 Yen (that's about \$480 dollars in the US) and won't have a pack-in game. Selling hardware without a software pack-in is common practice in Japan, only in Europe and North America are games included with the system. The 32-bit Sony Play Station will be launched in North America and Europe in September 1995 and will retail for \$349.95. What will the pack-in game be? Well, nobody knows for sure, yet. It seems as though Sony is in the awkward position of having to choose which game to include with their system. If it were up to us, Namco's Ridge Racer would be as good a choice as any and the chances are high that this may actually happen. Galaxian 3 is another game in development. Incredibly, it will be an exact port over from the coin-op game. Konami is working on a new RPG/ADV game that is based on a Japanese animated TV show. The actual title is unknown at this time. Konami is currently developing 11 games for the Play Station...Joy!! Crystal Dynamics is also developing games for the 32-bit Sony, as are Electronic Arts, who are making a Street Fighter 2 style game. Sony is working on Spawn (the greatest comic of all-time) for the Play Station. Spawn is a 3D action game, programmed by Psygnosis but released under the Sony label (let's hope Todd McFarlane is in on the project). Spawn's graphics are being done on SGI workstations and are said to have the most advanced 3D engine ever created. Capcom is working on a new fighting game for the PS-X. Capcom refused to comment, but we hear the game has Virtua Fighter style graphics with Street Fighter II gameplay...let's all drool in unison. See ya next month...



"I'd love to sign it, but there's no white spots."



Hey! It's that GameFan guy again...here's your chance to practice that hundred hand whack Honda!



Say, Chun Li, what are you doing after the casting...



If I don't get the part I'll tear this place apart!

While casting was taking place for the upcoming SF2 movie in Hollywood, CA, the Enquirer dropped by so that we could bring you the latest on what will hopefully be the first blockbuster video game movie. Capcom is very 'hands on' in regards to this production, so expect the best! Here's how things are shaping up so far (as of May '94)...

Balrog: Grand Bush
E. Honda: Peter Tuiasosopo (Fox TV's Danger Theater)
'Vega: Richard Jay
Dee Jay: Miguel Nunez
New Character: Captain Sawada: plays second in command to Guile of the UN Forces: Kenya Sawada

Guile: Jean Claude Van Damme (Hard Target, Cyborg)
Bison: Raul Julia (Addams Family)
Chun Li: Ming Na Wen (Joy Luck Club)
Sagat: Wes Studi (Geronimo)
Ryu: Byrnon Mann

"Capcom is considering the possibility of adding 'Captain Sawada' to the SF video game series in an upcoming, yet to be named title.
Still to be cast: Ken, Cammy, Zangief, Blanka, Fei Long, T. Hawk, and Dhalsim.



Now, if you get the part as Ryu, you will have to learn to produce fire out of your hands...that a problem?



So this is it huh, my big shot...I have to dress up in a blue mini and do spinning bird kicks...that works.



See that move on the screen, you can do that, right?



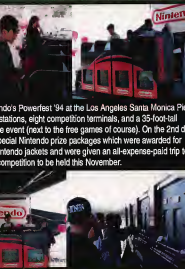
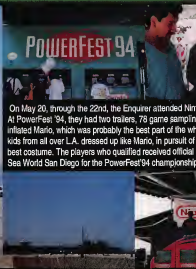
Why are you hugging me? I don't know, why are you hugging me?



Here, Ryu and Honda get acquainted. "I'm gonna' love dressing up in a diaper and sitting on your head" said Honda. "Yeah, I'm going to take great pleasure in roasting your loins with a hot fireball" said Ryu. Later, Honda warned Dee Jay about 'being cheap' and then the Enquirer invited them all to the arcade for a little practice, or should I say lesson.



Trust me, if you learn these combo's you'll get the part...



POWERFEST 94

On May 20, through the 22nd, the Enquirer attended Nintendo's PowerFest '94 at the Los Angeles Santa Monica Pier. At PowerFest '94, they had two trailers, 78 game sampling stations, eight competition terminals, and a 35-foot-tall inflated Mario, which was probably the best part of the whole event (next to the free games of course). On the 2nd day, kids from all over L.A. dressed up like Mario, in pursuit of special Nintendo prize packages which were awarded for best costume. The players who qualified received official Nintendo jackets and were given an all-expense-paid trip to Sea World San Diego for the PowerFest'94 championship competition to be held this November.



Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CRAZY!!!

Dear Postmeister,

I'm laughing at myself for writing this letter to you. I just read your magazine for the first time. I've never been in an arcade. I don't know the first thing about video games, could barely follow your articles, but I loved your magazine! You guys are kick ass!

I came to buy your magazine because I'm a creative executive at a production company and we are thinking about making a movie based on a video game. My boss called me from the Cannes Film Festival (if you hadn't noticed half of L.A. is out of the country!) to tell me the big news. I cannot tell you how excited I was! As I mentioned, I am not an expert in video games, but I've always wanted to learn. I am a huge fan of science fiction, spy novels, animation, Dungeons and Dragons, Star Trek, and comic book heroes. Pretty weird for a girl, huh? To me, video games (not all, of course) combine these kinds of elements into a great interactive product. So now, I get to take the big plunge into video games (on business hours too)! Psych!

I thought your editorial on video games and the Hollywood craze was extremely interesting. All of it struck me as true. Everyone is jumping on the band wagon. And yes, I hope the video game industry does not lose the creativity that got it its reputation to begin with. Your industry is full of ingenious creators. I hope that people don't get sidetracked by the commercialism of recent happenings.

Before I bore you to death about why I am so excited about learning more about the video game market, let me get to the point. I was wondering if you or your staff have any pointers about the video game market and the kinds of games people enjoy the most. As you know, Mario Brothers, Double Dragon, Street Fighter and Mortal Kombat have all been made into movies or are currently in the works (I hope Van Damme can live up to the reputation of the game). These movies are based on games that are hugely popular; I was thinking of making a movie more along the lines of an older game, or possibly one that had a short life span and is now off the shelves. Do you think such a product exists? I was wondering if someone could write me or if I could speak to someone on the phone about the video game market in general, the kinds of games your readers most enjoy, and the types of games you think would make an exciting movie. As I am just starting out, I would greatly appreciate it.

I am still laughing at myself for writing to you, but I couldn't help it once I saw the Agoura Hills address. At the very least, I wanted to thank you for a thoroughly entertaining read (especially your Postmeister section). A lot of people tend to think of video game freaks as a bunch of strange guys, but it's obvious from reading your magazine that you

are a bunch of intelligent people with a hilarious sense of humor and a love of games!

Good luck with everything in the future... I hope you sell a zillion magazines.

Yours truly,
Sheri Bryant
Los Angeles CA

P.S. I wish I had something really cool I could draw for you, but what do you expect from a woman in a suit?

Dear Sheri,

So you're one of them Hollywood types, eh? Nice to meet you, I'm the Postmeister, standing high atop a hill with my trusty four wheeler, a chicken burrito and a new Power Book with a touch pad and 20 megs of RAM! You should make a movie about the guys and me! Just think of it... (imagine a cheap Letterman dream sequence effect here) "This summer, get ready for the ride of your life as team GameFan, led by the Fearless Postmeister, sets out to rid the world of clueless marketing people that love to make soccer games. You'll thrill to the plight of E. Storm as he takes on the marketing dweebs in a quest for more RPGs, you'll cheer for Talko as he struggles for that one all 3D baseball game (complete with battery, stats and a full season of course), and you'll chill to the Postmeister as he goes under cover to uncover a plot to make yet another version of Sewer Shark." (end dream sequence). Whoa, I got a bit carried away. Seriously, my babe of babes, if you're going to make a movie, have a look at Strider—he could be the James Bond of the nineties. If you've got a nice fat budget for effects, have a look at either Ghouls and Ghosts, Ninja Gaiden, or Final Fantasy. Any of these would make a fantastic movie. Our chief Ed. says thanks for the plug on his Ed. Zone. Sometimes, he's mis-understood. He loves movie games like Alien 3, Addams Family, Terminator CD, etc.. What he hates are FMV (Full Motion Video) point and clicks. I think everybody does (except for the functionally un-coordinated people of the world). Keep reading GF, we are about to explode! We're growing like a weed. It must be because of me. Wait 'til the 32 bit systems come out, even suits like yourself will find themselves trapped in our strange little world...are you married?

Dear Postmeister,

I have a few questions so I'll fire away. First, what's up with Enix and the Dragon Warrior 5 story? Why is it canceled? "Programming problems?" That's the reason they gave me when I called Enix, but I have a feeling it's something else. My guess is that they didn't have the cash flow to spend on a translation, or felt that going against FF3 was like hitting a brick wall. Whatever reason, my thoughts are if we write Nintendo that they will pick it up.

(and maybe Fire Emblem too! Yeah, I hope...)

My second thing: When are you guys (name-ly E. Storm) going to do another RPG special? In my humble opinion, you guys should do a regular RPG column like Talko does with sports. Anyway, the games I'd like to see more info. on are: Fedu, Record of Lodoss War for Mega CD, Shining Force CD, Legend of Xanadu, Alcahest, a big spread on Fire Emblem, Warsong 2, Lufia 2, Y's 4, Cosmic Fantasy 4, Monster Maker, Wonderous Magic, Phantasy Star 1 and 2, and Emerald Dragon. This fruit is mighty ripe, Pick it or it might rot! Nuff said!

As for the new Viewpoint, I miss the words of commentary. Maybe you can put the breakdowns on the top of the box, with more text beneath.

One last point. Is the market falling apart? I'm noticing certain retailers closing out (Macy's), distributors going under, etc... I just got through Bre's liquidation sale last week smelling like a rose. Final Fantasy 2 for four dollars, Silpheed for 20 dollars, Mega Man X for 30 dollars and the same for Bloodlines! snagged Robocop Vs. Terminator for Sega for five dollars, and F-Zero for three bucks. It's like I'm starting to have flashbacks, picking up 5200 games at Woolworth's for five bucks, not knowing of the oncoming crash and its damages. Anyway, I hope the market stays solid and focuses on quality and not quantity. Thank you for the best mag, Joe Petracosta
Supporter 'til he can't afford it no more.
C-Ya

Dear Joe,

Nice letter! You've touched on some interesting subjects. First, Enix Japan has enough cash to do whatever they want. However, they do not feel that there is a big enough RPG market in the States to justify a costly translation like DW5. I disagree, as I'm sure most gamers do, but unfortunately we are not considered when these decisions are made. I'm sure they take place somewhere at a long table with no game players present. Just a lot of paper work on demographics and focus groups consisting of ten or twenty 8-15 yr olds. Our industry still can't figure out what we want because they go about getting their information all wrong. I hope they catch on soon.

As for another RPG special, Storm has a big one in the works. He wasn't happy with the previous ones, so he's taking his time with this one and waiting for a slow month when he can get more pages. He's called in two friends from Japan to help him on it, so look for something really special this Summer.

As for the market falling apart, I don't think that is even possible at this point. There are too many big players involved now for that to

happen. I see two reasons for those bargain bonanzas. Number one: Stores like Macy's shouldn't even sell video games. One of the buyers thinks it's just a matter of putting in a couple of counters and calling a distributor. "These games are hot J.D.I Let's get in on this." But this is a tricky business, you really have to know how to buy. It's like a science. Your average buyer probably would order more Chester Cheetah than Starfox. He/she knows who Chester is but what's a Starfox? "Wasn't that a Clint Eastwood flick?"

You see, he/she doesn't play games or know where to find out what will REALLY sell. If he/she goes by the mags, there could be trouble. I read recently where Hulk got a 5 and they raved about Jurassic Park (3D), the opposite is actually the truth. Nine times out of ten, the guy behind the counter will be equally clueless. Go to a big department store and ask the guy behind the glass how he liked LandStalker. He'll probably direct you to the lawn mowers. Eventually they become buried in inventory and have to liquidate. With stores like Blockbuster, Electronics Boutique, Software Etc. and Babbages (where they specialize in software) around, it has become clear to most gamers where to buy, and it ain't a place that sells bed sheets and cologne. Consumers are also a bit confused. With the new system wars just around the corner they may be a little apprehensive when it comes to investing more in their current hardware. So, unless it's a must have game, (which there are way too few of) they may just wait. Then there's the fact that there just isn't much to

buy. Way too many of the wrong types of games are coming out. The way that most companies choose what to develop is way off. The "numbers" that they rely on are very misleading and focus groups are an archaic way of getting a sense of what is really wanted. What they should do on this magazine.

Dear Postmeister,

In issue 5 volume 2 you printed, "Vay is becoming a great US RPG. Look for a full review next month." "To find out more about Sylvester and Tweety, tune in next month for our full review." Now, this month I rush to the newsstand eagerly awaiting the arrival of GameFan so that I may read all about Vay and Tweety. I open the magazine and what do I find? No review of Vay or Tweety. What the heck is going on!!?? Being a huge fan of RPGs and Looney Tunes, I was quite, let's just say, upset when I found out that there was no Vay review and no reason why. Now, I know there is only limited room to print things in a magazine, but why is there no explanation? I know that someone had to have played it because there was a preview and because you had over a month to play it. So why then was there no viewpoint? Speaking of Viewpoint, there should be a smaller scale from 1 to 10. Other than this, you should expand the Postmeister section and the news/gossip columns. I for one, like reading this because it gives you more information about what's going on, and magazines are here to inform us after all. Other than this, you do a good job. Keep it up.

Sincerely,
James Puntumapanitch

Dear James,

Sorry you're so disgruntled on our account. The reason for these inaccuracies is that often the developers or publishers of a game will ask us to hold back coverage due to a delay or change in the game. We don't like to review games that aren't finished. The version of S&T that we previewed was only 80% complete. We never received a completed version of Sylvester & Tweety. Tekmagic offered to bring it down for a day, but unless we can have the actual product in hand for at least a week, we won't review it. There is no way three guys can pass judgment on a game in a few hours while a representative from the co. is watching you play. When you read a review in this magazine you can bet that everyone played it for as long as it took to get a good feel for it. The reviews I've read on that game are way off by the way. Vay is now finished and you can read about it in this issue. As for the 1-10 deal, what if a game is almost a nine or just a little better than seven? To be accurate we need a larger scale. You need to trust us more chief, we're not against you, we're for you.

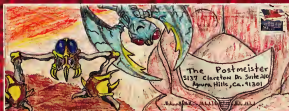
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Write to me at my new mountain cave
(my dungeon collapsed in the quake!!).
Thank God I wear a helmet!!

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ENVELOPE ART

We're back with another batch of awesomely illustrated envelopes! Keep 'em coming in and maybe you too can win one of "The Adventures of Monitaur TM" original inked boards! The artwork keeps getting better & better!

Mike Ill of Howard Beach, NY. does the Metroid thing with this scary envelope art. Good job!



Jimmy Gray of Huntington, WV. gives us this beautifully rendered Lunar babel! I can't wait to play my RPG!!!



Allan Aguilar of Portland, OR. has a keen sense of dramatic lighting with this Megaman drawing.



Joe Boerner from Hayden, ID. gives us some insight into his personal fantasy of combining these two games. Let's see you get this licensed!



This one is drawn by Justin Dauer of Oaklawn, IL. "Look at my green hand. Look at it! It's glowing!"



This is the winner this month. Here he is, yup. This is the one... But, the dummy forgot to include his name. So...



This one comes from Jon Allegrezza of East Longmeadow, MA. He shows us that all an artist really needs is a pencil! Very very nice.

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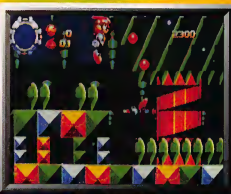
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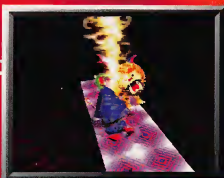
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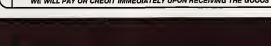
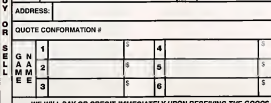
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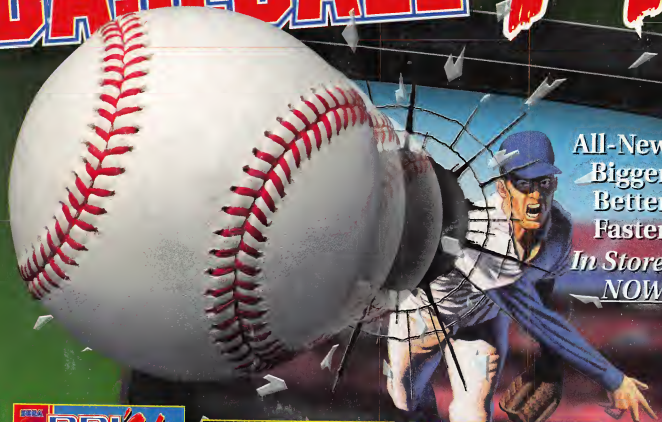
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